



Aven Wind Mage

2

Creature — Bird Wizard M19
Flying
Whenever you cast an instant or sorcery spell, Aven Wind Mage gets +1/+1 until end of turn.
"My skill sharpens with each beat of my wings."

2/2

045/280 C M19 • EN LUIS LASAHIBO

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Omenspeaker

1

Creature — Human Wizard M19
When Omenspeaker enters the battlefield, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)
Her prophecies amaze her even as she speaks them.

1/3

064/280 C M19 • EN DALLAS WILLIAMS

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Essence Scatter

1

Instant M19
Counter target creature spell.
Dependence on luck is anathema to Kefnet's rigorous studies. Those who hope to escape his maze by chance never succeed.

054/280 C M19 • EN JOSH HASS

TM & © 2018 Wizards of the Coast



Divination

2

Sorcery M19
Draw two cards.
"The stars mark your destiny. May you accept the fate thus divulged."

051/280 C M19 • EN WILLIAM MURAI

TM & © 2018 Wizards of the Coast



Disperse

1

Instant M19
Return target nonland permanent to its owner's hand.
It's pointless to hold on when you have nothing to hold on with.

050/280 C M19 • EN RYAN YEE

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Snapping Drake

3

Creature — Drake M19
Flying
Foul-tempered, poorly trained, and mule-stubborn, the drake is the perfect test of the master's will.

3/2

074/280 C M19 • EN TODD LOCKWOOD

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Salvager of Secrets

3

Creature — Merfolk Wizard M19
When Salvager of Secrets enters the battlefield, return target instant or sorcery card from your graveyard to your hand.
The greatest treasure of the deep is an echo from above.

2/2

070/280 C M19 • EN LARS GRANT-WEST

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Anticipate

1

Instant M19
Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.
Divining the future is easy when you hold the power to sway it.

044/280 C M19 • EN TYLER JACOBSON

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Dwindle

2

Enchantment — Aura M19
Enchant creature
Enchanted creature gets -6/-0.
When enchanted creature blocks, destroy it. (The attacking creature remains blocked.)
The collection didn't have room to expand, so the wizard improvised a solution.

052/280 C M19 • EN RYAN PANGAST

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Cancel

1

Instant M19
Counter target spell.
"I decide what stands in my way."

048/280 C M19 • EN MATTHIAS KOLLROS

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Aviation Pioneer

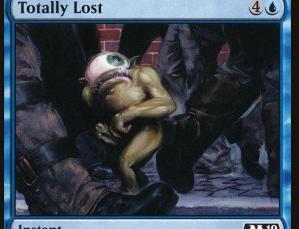
2

Creature — Human Artificer M19
When Aviation Pioneer enters the battlefield, create a 1/1 colorless Thopter artifact creature token with flying.
"They say perfection is unattainable, but they said that about flight too."

1/2

046/280 C M19 • EN LAKE HURWITZ

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Totally Lost

4

Instant M19
Put target nonland permanent on top of its owner's library.
Fblthp had always hated crowds.

081/280 C M19 • EN DAVID PELUMBO

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Wall of Mist

1

Creature — Wall M19
Defender (This creature can't attack.)
The seafloor is flecked with the bones of fools who dared to sail into the mist.

039/280 C M19 • EN DIMITAR MARINSKI

TM & © 2018 Wizards of the Coast



Frilled Sea Serpent

4

Creature — Serpent M19
5 Frilled Sea Serpent can't be blocked this turn.
"Reel it in. No, wait! Throw it back!" —Gertrude, deep-sea angler

056/280 C M19 • EN STEVEN BELLEDIN

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Uncomfortable Chill

2

Instant M19
Creatures your opponents control get -2/-0 until end of turn.
Draw a card.
The cold slowed their movements until only their panicked eyeballs swiveled beneath the ice.

082/280 C M19 • EN ZEBE

TM & © 2018 Wizards of the Coast



Tolarian Scholar

2

Creature — Human Wizard M19
The Tolarian Academies embrace a tradition of study and research while discouraging the kinds of experiments that ruined the original island of Tolaria.
"They say perfection is unattainable, but they said that about flight too."

2/3

040/280 C M19 • EN SARA WINTERS

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Scholar of Stars

3

Creature — Human Artificer M19
When Scholar of Stars enters the battlefield, if you control an artifact, draw a card.
"The path of the stars is as reliable as the instruments that measure them."

3/2

074/280 C M19 • EN TOMMY ARNOLD

TM & © 2018 Wizards of the Coast



Ghostform

1

Sorcery M19
Up to two target creatures can't be blocked this turn.
"Picking locks is for beginners."

059/280 C M19 • EN SCOTT CHOU

TM & © 2018 Wizards of the Coast



Gearsmith Prodigy

1/2

Creature — Human Artificer M19
Gearsmith Prodigy gets +1/+0 as long as you control an artifact.
Young artificers on Kaladesh let their imaginations run wild.

057/280 C M19 • EN DERUBENKO ALEXANDER

TM & © 2018 Wizards of the Coast



Bone to Ash

2

Instant M19
Counter target creature spell.
Draw a card.
"I can think of worse ways to go. On second thought, maybe not." —Ludevic, necro-alchemist

047/280 U M19 • EN CLINT GEARLEY

TM & © 2018 Wizards of the Coast



Gearsmith Guardian

5

Artifact Creature — Construct M19
Gearsmith Guardian gets +2/+0 as long as you control a blue creature.
Made in its creator's image, though slightly more clangy.

3/5

037/280 C M19 • EN DERUBENKO ALEXANDER

TM & © 2018 Wizards of the Coast



Horizon Scholar

5

Creature — Sphinx M19
When Horizon Scholar enters the battlefield, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

4/4

058/280 U M19 • EN KARL KOPINSKI

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Exclusion Mage

2

Creature — Human Wizard M19
When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.
Successful battles start with knowing who's worth fighting.

2/2

053/280 U M19 • EN CHRIS SEAMAN

TM & © 2018 Wizards of the Coast



Mirror Image

2

Creature — Shapeshifter M19
You may have Mirror Image enter the battlefield as a copy of any creature you control.
The life of a shapeshifter is one of constant change.

0/0

061/280 U M19 • EN RANDY VARGAS

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Departed Deckhand

1

Creature — Spirit Pirate M19
When Departed Deckhand becomes the target of a spell, sacrifice it.
Departed Deckhand can't be blocked except by Spirits.
3 Another target creature you control can't be blocked this turn except by Spirits.

049/280 U M19 • EN ZOLTAN BOROS

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Creature — Horse Fish [M19]

Surge Mare can't be blocked by green creatures.
Whenever Surge Mare deals damage to an opponent, you may draw a card. If you do, draw a card.
1 : Surge Mare gets +2/-2 until end of turn.
When it passes, waves touch the sky.

0/5

077/280 U M19 • EN SAM ROWAN

TM & © 2018 Wizards of the Coast



Sorcery [M19]

Tap all creatures target player controls. Those creatures don't untap at that player's next untap step.
"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garlid, merfolk mage

078/280 U M19 • EN CHRIS RAIN

TM & © 2018 Wizards of the Coast



Sorcery [M19]

Exchange control of two target creatures.
Say hello to your new friend.

079/280 U M19 • EN KEV WALKER

TM & © 2018 Wizards of the Coast



Sorcery [M19]

Draw three cards, then discard a card.
Dwell longest on the thoughts that shine brightest.

080/280 U M19 • EN JEREMY JARVIS

TM & © 2018 Wizards of the Coast



Enchantment [M19]

Whenever you draw a card, each opponent puts the top two cards of their library into their graveyard.
"To break another's mind is to deliver a fate worse than death. It is a terrifying power."
—Face Beleren

081/280 U M19 • EN BASTIEN DEHARME

TM & © 2018 Wizards of the Coast



Creature — Drake [M19]

Flying
Enigma Drake's power is equal to the number of instant and sorcery cards in your graveyard.
Many initiates believe it possesses secrets beyond imagining. Many have become mad trying to learn them.

*/4

082/280 U M19 • EN STEVE ARGYLE

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Enchantment — Aura [M19]

Enchant creature
Enchanted creature gets +1/+0 and can't be blocked.
If you can't find a doorway, make one.

083/280 U M19 • EN LUCAS GRACIANO

TM & © 2018 Wizards of the Coast



Creature — Human Artificer [M19]

When Skilled Animator enters the battlefield, target artifact you control becomes an artifact creature with base power and toughness 5/5 for as long as Skilled Animator remains on the battlefield.

084/280 U M19 • EN JASON A. ENGLE

TM & © 2018 Wizards of the Coast



Creature — Human Wizard [M19]

3 : Draw two cards.
The delight of discovery drives the pursuit of knowledge.

085/280 R M19 • EN ERIC DESCHAMPS

TM & © 2018 Wizards of the Coast



Enchantment [M19]

At the beginning of your upkeep, target opponent puts the top three cards of their library into their graveyard, then you draw a card for each land card put into that graveyard this way.
Nicol Bolas would not rest until he was restored to his former glory.

086/280 R M19 • EN MAGALI VILLENEUVE

TM & © 2018 Wizards of the Coast



Creature — Sphinx [M19]

Flying
Whenever a creature with flying attacks, you may draw a card.
"Your mind is too filled with foolish concerns to hear the subtle whispers that the breeze brings."

3/7

087/280 R M19 • EN MIN YEH

TM & © 2018 Wizards of the Coast



Creature — Djinn [M19]

Flying
Djinn of Wishes enters the battlefield with three wish counters on it.
2 : Remove a wish counter from Djinn of Wishes. Reveal the top card of your library. You may play that card without paying its mana cost. If you don't, exile it.

4/4

088/280 R M19 • EN KRY WALKER

TM & © 2018 Wizards of the Coast



Enchantment — Aura [M19]

Enchant creature
As Metamorphic Alteration enters the battlefield, choose a creature. Enchanted creature is a copy of the chosen creature.

089/280 R M19 • EN LEVIA PRIMA

TM & © 2018 Wizards of the Coast



Land [M19]

Highland Lake enters the battlefield tapped.
G : Add **GG** or **GGG**.

252/280 C M19 • EN NOAH BRADLEY

TM & © 2018 Wizards of the Coast



Creature — Spirit [M19]

Flying
Other Spirits you control get +1/+1.
A king's knowledge does not vanish when the heart stops beating.

1/3

076/280 R M19 • EN ROBBIE TREVINO

TM & © 2018 Wizards of the Coast



Artifact [M19]

2 : Target player puts the top two cards of their library into their graveyard.

Minds, like mountains, are never so grand and mighty that they can't be reduced to dust.

242/280 U M19 • EN YEONG-HAO HAN

TM & © 2018 Wizards of the Coast



Artifact Creature — Thopter [M19]

Flying
When Skyscanner enters the battlefield, draw a card.

The municipal senate makes extensive use of the thopters, mostly to gather dirt on rival senators.

243/280 C M19 • EN ADAM PAQUETTE

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Legendary Creature — Human Artificer [M19]

Whenever you cast an artifact spell, create a 1/1 colorless Thopter artifact creature token with flying.

1/4

060/280 R M19 • EN ADAM PAQUETTE

TM & © 2018 Wizards of the Coast



Artifact [M19]

G : Add one mana of any color.

Planeswalkers seek out great monuments throughout the Multiverse, knowing that their builders were unwittingly drawn by the convergence of mana in the area.

239/280 C M19 • EN REYAN YEE

TM & © 2018 Wizards of the Coast



Instant [M19]

Prevent all combat damage that would be dealt this turn.

The only casualties were a snapped spear, a lost helmet, and some bruised egos.

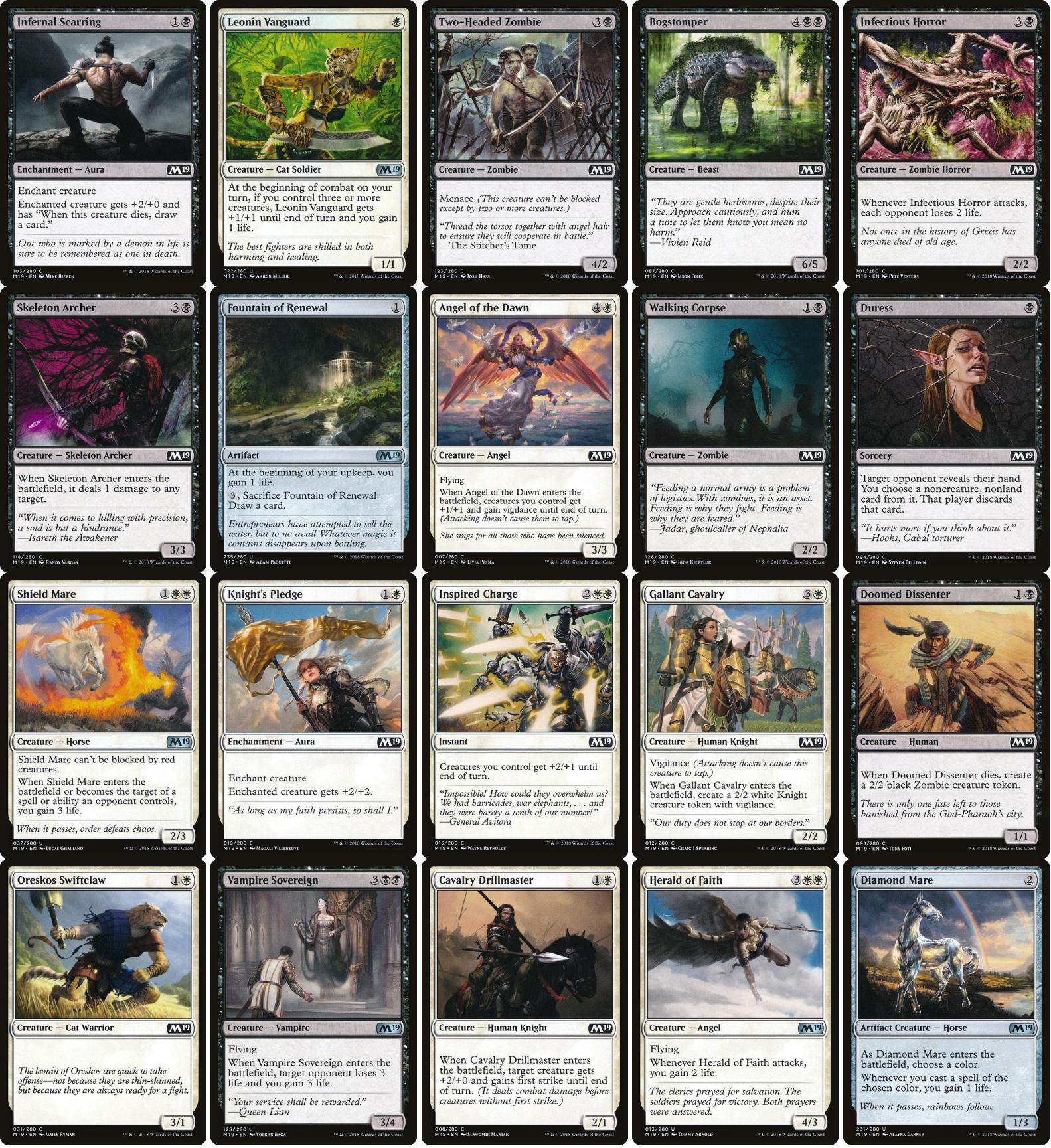
199/280 C M19 • EN MITCHELL MALLOY

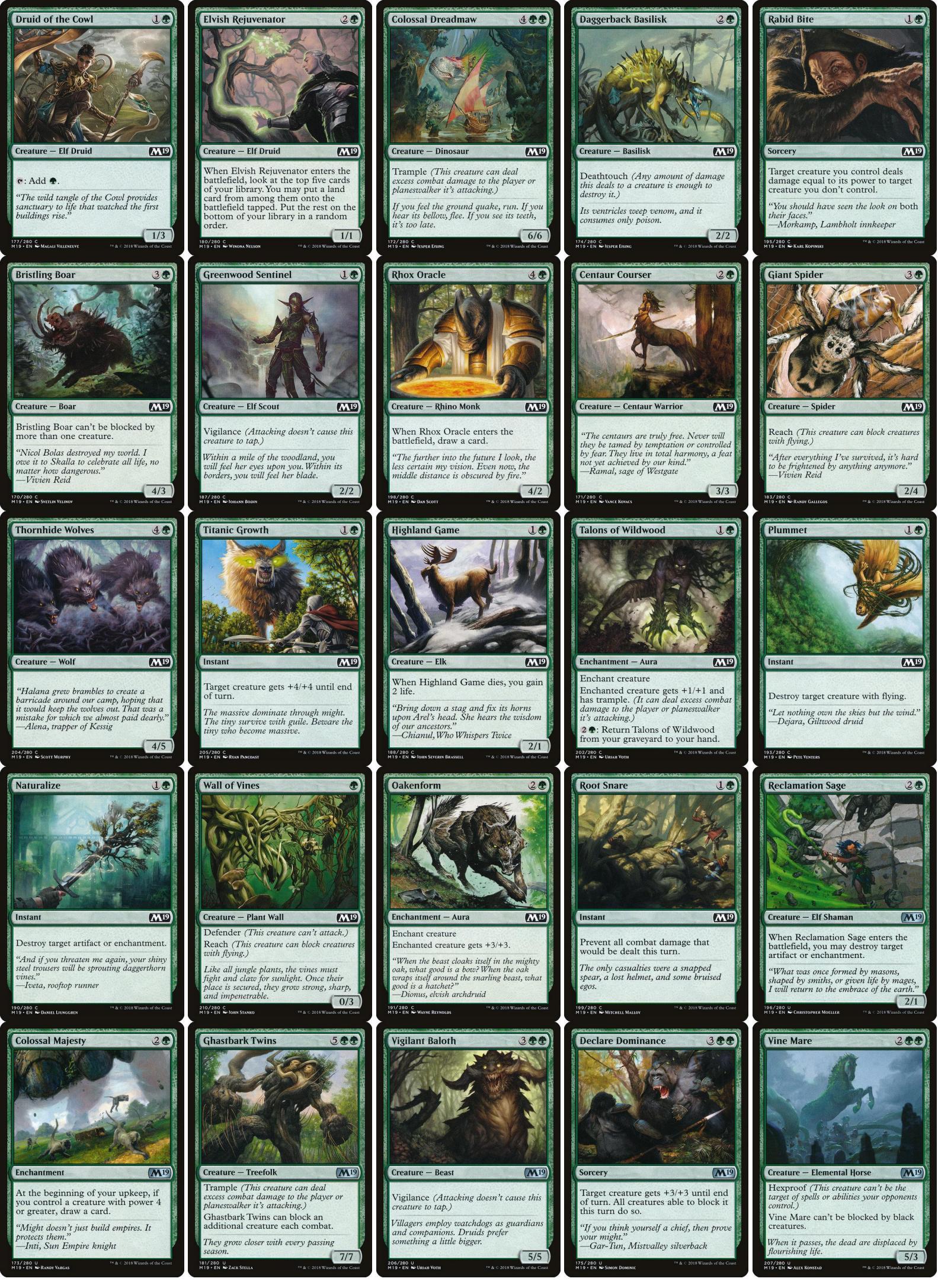
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Creature — Elephant Soldier **M19**

Loxodons are firm in stature and spirit. No matter the odds, they are always first into battle.

024/280 C M19 • EN Jesper Eising 3/2

TM & © 2018 Wizards of the Coast



Instant **M19**

Creatures you control get +1/+0 and gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)

For a moment they stood tall, all fear forgotten.

025/280 U M19 • EN Magali Villeneuve

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Creature — Vampire Soldier **M19**

Flying
At the beginning of each end step, if you gained life this turn, create a 1/1 black Bat creature token with flying.

Those of esteemed birth earn a most esteemed death.

222/280 U M19 • EN Winona Nelson 2/4

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Sorcery **M19**

Fiery Finish deals 7 damage to target creature.

Negotiations reached an abrupt conclusion.

140/280 U M19 • EN Joe Slucher

TM & © 2018 Wizards of the Coast



Land **M19**

Timber Gorge enters the battlefield tapped.

• Add ♦ or ♣.

Tazeem's embrace is harsh, but for those that call it home, nothing else will do.

258/280 C M19 • EN Cliff Childs

TM & © 2018 Wizards of the Coast



Land **M19**

Highland Lake enters the battlefield tapped.

• Add ♦ or ♣.

"A place like this makes me wonder if there's more to life than blood and treasure... Nah."

Boyl Bucksalt, Storm Fleet swab

252/280 C M19 • EN Noah Bradley

TM & © 2018 Wizards of the Coast



Creature — Elf Archer **M19**

Reach (This creature can block creatures with flying.)
Deathouch (Any amount of damage dealt to a creature is enough to destroy it.)

Whenever another creature dies, each opponent loses 1 life.

220/280 U M19 • EN Dmitry Burmaka

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Legendary Creature — Elder Dragon **M19**

Flash
This spell can't be countered.
Flying

Discard a card: Until end of turn, Chromium, the Mutable becomes a Human with base power and toughness 1/1, loses all abilities, and gains hexproof. It can't be blocked this turn.

214/280 M M19 • EN Chase Stone

TM & © 2018 Wizards of the Coast



Instant **M19**

Lightning Strike deals 3 damage to any target.

To wield lightning is to tame chaos.

152/280 U M19 • EN Adam Paquette

TM & © 2018 Wizards of the Coast



Creature — Sphinx **M19**

Flying
Whenever a creature with flying attacks, you may draw a card.

Your mind is too filled with foolish concerns to hear the subtle whispers that the breeze brings.

084/280 R M19 • EN Min Yum

TM & © 2018 Wizards of the Coast



Basic Land — Forest **M19**



279/280 L M19 • EN Jonas De Ro

TM & © 2018 Wizards of the Coast



Creature — Sphinx **M19**

Flying
When Horizon Scholar enters the battlefield, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

4/4

059/280 U M19 • EN Karl Kopinski

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Instant **M19**

You gain 1 life. Target creature gets -X/-X until end of turn, where X is the amount of life you gained this turn.

That feeling of something on your chest usually sleep paralysis. Occasionally, it's something else.

111/280 U M19 • EN Igor Kterlyuk

TM & © 2018 Wizards of the Coast



Basic Land — Plains **M19**



261/280 L M19 • EN John Aron

TM & © 2018 Wizards of the Coast



Artifact Creature — Wall **M19**

Defender (This creature can't attack.)
3, *c*: Target creature can't be blocked this turn.

All the books were dusty with disuse, save the one titled Camouflage and Its Practical Applications.

0/4



Sorcery **M19**

Draw cards equal to the highest converted mana cost among artifacts you control.
"When I grafted the Planar Bridge into myself I felt my Planeswalker spark flare beyond my body. The Multiverse was my plaything. It felt... incredible."

—Tezzeret

046/280 R M19 • EN Chack Stone

TM & © 2018 Wizards of the Coast



Instant **M19**

Counter target creature spell.
Draw a card.
"I can think of worse ways to go. On second thought, maybe not."

—Ludevic, necro-alchemist

047/280 U M19 • EN Clint Cearley

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Creature — Human Cleric **M19**

When Suncleaner enters the battlefield, choose one —

- Remove all counters from target creature. It can't have counters put on it for as long as Suncleaner remains on the battlefield.
- Target opponent loses all counters. That player can't get counters for as long as Suncleaner remains on the battlefield.

1/4

039/280 R M19 • EN Mark Zug

TM & © 2018 Wizards of the Coast



Instant **M19**

Target creature gets +2/+2 and gains flying until end of turn.
"I feel the presence of the God-Pharaoh in the Second Sun, and I rise upon its rays."

028/280 C M19 • EN Sridhar Chaturvedi

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Creature — Cat Soldier **M19**

Whenever Leonin Warleader attacks, create two 1/1 white Cat creature tokens with lifelink that are tapped and attacking.

When one leonin hunts, many more are surely nearby.

4/4



Creature — Dragon **M19**

Flying
Haste (This creature can attack and *c* as soon as it comes under your control.)
Sometimes an eruption in Shív produces something more dangerous than a mere river of molten rock.

4/4

047/280 U M19 • EN Chris Rain

TM & © 2018 Wizards of the Coast



Sorcery **M19**

Create two 1/1 white Soldier creature tokens. Until end of turn, creatures you control get +1/+1 and gain haste.
Cries of anguish quickly spurred cries of action.

217/280 U M19 • EN Scott Murphy

TM & © 2018 Wizards of the Coast



Basic Land — Mountain **M19**



275/280 L M19 • EN Jonas De Ro

TM & © 2018 Wizards of the Coast



Instant **M19**

Exile target permanent with converted mana cost 1.
Threefold were his crimes, doubled were his pleas, singular was his fate.

017/280 B M19 • EN Victor Adame Minguez

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Creature — Angel **M19**

Flying
Whenever Herald of Faith attacks, you gain 2 life.
The clerics prayed for salvation. The soldiers prayed for victory. Both prayers were answered.

013/280 U M19 • EN Tommy Arnold

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Forsaken Sanctuary**Land** **M19**

Forsaken Sanctuary enters the battlefield tapped.

“*Add * or †.*“*Prayers will curdle on the tongue and be heard by rotting ears.*” —Minaldra, the Vizag Atum250/280 C
M19 • EN • VINCENT PRICE

TM & © 2018 Wizards of the Coast

Marauder's Axe**Artifact — Equipment** **M19**

Equipped creature gets +2/+0.

Equip **2** *(Attach to target creature you control. Equip only as a sorcery.)*

A sharp axe solves most problems.

240/280 C
M19 • EN • MITCHELL MALLOW

TM & © 2018 Wizards of the Coast

Goreclaw, Terror of Qal Sisma **3** **M19****Legendary Creature — Bear** **M19**Creature spells you cast with power 4 or greater cost **2** less to cast.

Whenever Goreclaw, Terror of Qal Sisma attacks, each creature you control with power 4 or greater gets +1/+1 and gains trample until end of turn.

You don't want to know how she got that name.

180/280 R
M19 • EN • SVETLIN YELINOV

TM & © 2018 Wizards of the Coast

Gift of Paradise**Enchantment — Aura** **M19**

Enchant land

When Gift of Paradise enters the battlefield, you gain 3 life.

Enchanted land has “*Add two mana of any one color.*”104/280 U
M19 • EN • RYAN PANCOAST

TM & © 2018 Wizards of the Coast

Murder**Instant** **M19**

Destroy target creature.

“*It's not work if you enjoy it.*”110/280 U
M19 • EN • TYLER JACOBSON

TM & © 2018 Wizards of the Coast

Ajani's Pridemate**Creature — Cat Soldier** **M19**

Whenever you gain life, you may put a +1/+1 counter on Ajani's Pridemate.

“*When one of us prospers, the pride prospers.*” —Jafar Goldmane

2/2

005/280 U
M19 • EN • SVETLIN YELINOV

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Swamp**Basic Land — Swamp** **M19**260/280 L
M19 • EN • MIKE BIERER

TM & © 2018 Wizards of the Coast

Woodland Stream**Land** **M19**

Woodland Stream enters the battlefield tapped.

“*Add ♦ or †.*

Waterways carve their routes through the land to reflect the paths the aether streams cut through the clouds.

260/280 C
M19 • EN • EYAL MERCER

TM & © 2018 Wizards of the Coast

Rrox Oracle**Creature — Rhino Monk** **M19**

When Rrox Oracle enters the battlefield, draw a card.

“*The further into the future I look, the less certain my vision. Even now, the middle distance is obscured by fire.*”198/280 C
M19 • EN • DAN SCOTT

TM & © 2018 Wizards of the Coast

Volley Veteran**Creature — Goblin Warrior** **M19**

When Volley Veteran enters the battlefield, it deals damage to target creature an opponent controls equal to the number of Goblins you control.

“*Fill the sky with stuff!*”168/280 U
M19 • EN • CRAIG ISPEARING

TM & © 2018 Wizards of the Coast

Plague Mare**Creature — Nightmare Horse** **M19**

Plague Mare can't be blocked by white creatures.

When Plague Mare enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

“*When it passes, those who sleep dream of sickness and death.*”

2/2

144/280 U
M19 • EN • GHOST LEE

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**Basic Land — Swamp** **M19**271/280 L
M19 • EN • CHRISTINE CHOI

TM & © 2018 Wizards of the Coast

Brawl-Bash Ogre**Creature — Ogre Warrior** **M19**Menace *(This creature can't be blocked except by two or more creatures.)*

Whenever Brawl-Bash Ogre attacks, you may sacrifice another creature. If you do, Brawl-Bash Ogre gets +2/+2 until end of turn.

213/280 U
M19 • EN • EYEN AMUNDSEN

TM & © 2018 Wizards of the Coast

**Sorcery** **M19**

As an additional cost to cast this spell, sacrifice a creature.

Thud deals damage equal to the sacrificed creature's power to any target.

“*Give 'em a push.*” —Mogwin, goblin delinquent163/280 U
M19 • EN • KEY WALKER

TM & © 2018 Wizards of the Coast

**Sorcery** **M19**Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. *(It can attack and † this turn.)*“*She learned a tragic lesson that day: even the purest can be corrupted when the heart's emotions are twisted.*”127/280 C
M19 • EN • ERIC DESCHAMPS

TM & © 2018 Wizards of the Coast

Ravenous Harpy**Creature — Harpy** **M19**

Flying

1, Sacrifice another creature: Put a +1/+1 counter on Ravenous Harpy.

A harpy's hoard is a filthy, bloodstained pile of trinkets and corpses.

1/2

115/280 U
M19 • EN • SAM ROWAN

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Fell Specter**Creature — Specter** **M19**

Flying

When Fell Specter enters the battlefield, target opponent discards a card.

Whenever an opponent discards a card, that player loses 2 life.

1/3

006/280 U
M19 • EN • DIMITAR MARINSKI

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**Creature — Dragon Skeleton** **M19**

Flying

3, Exile seven other cards from your graveyard: Return Bone Dragon from your graveyard to the battlefield tapped.

Its roar is the clatter of a thousand bones.

5/4

010/280 U
M19 • EN • JASON A. ENGLE

TM & © 2018 Wizards of the Coast

**Sorcery** **M19**

Target player loses 3 life and you gain 3 life.

“*You have given all to your kingdom, dear knight. Serenity shall be your prize.*” —Queen Lian120/280 C
M19 • EN • VOLKAN BAGA

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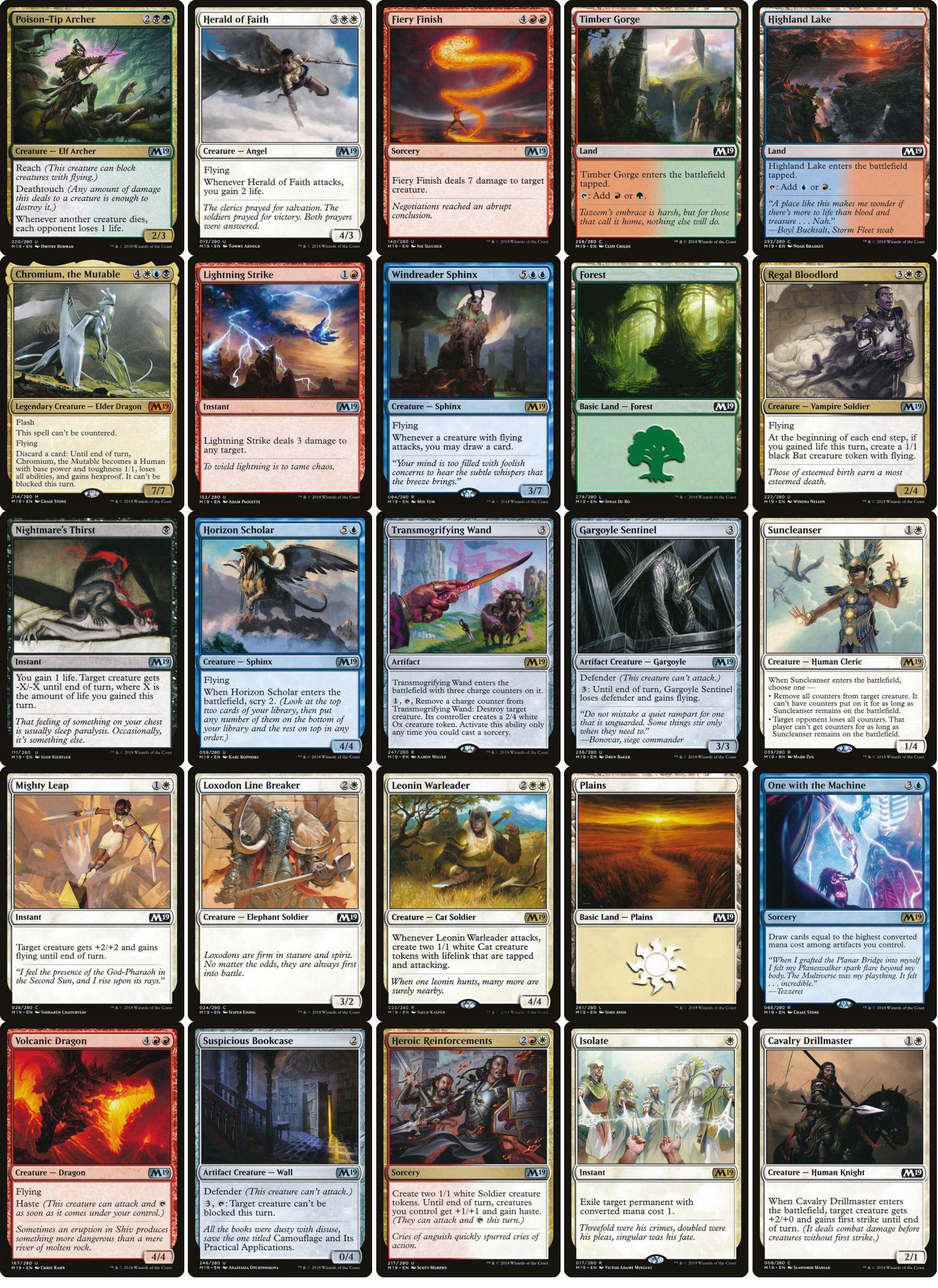
**Artifact** **M19**

Transmogrifying Wand enters the battlefield with three charge counters on it.

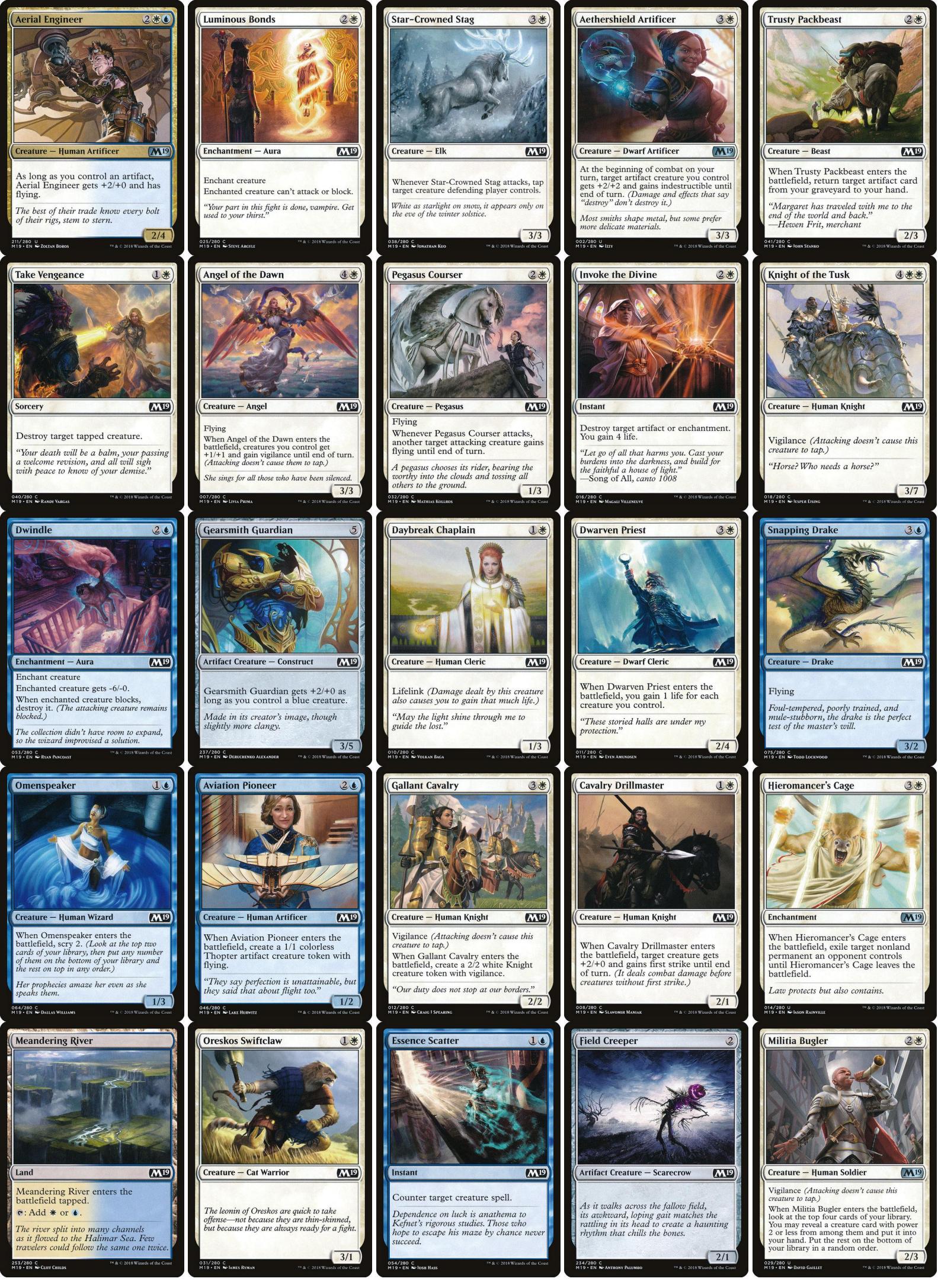
1, Remove a charge counter from Transmogrifying Wand: Destroy target creature. Its controller creates a 2/4 white Ox creature token. Activate this ability only any time you could cast a sorcery.

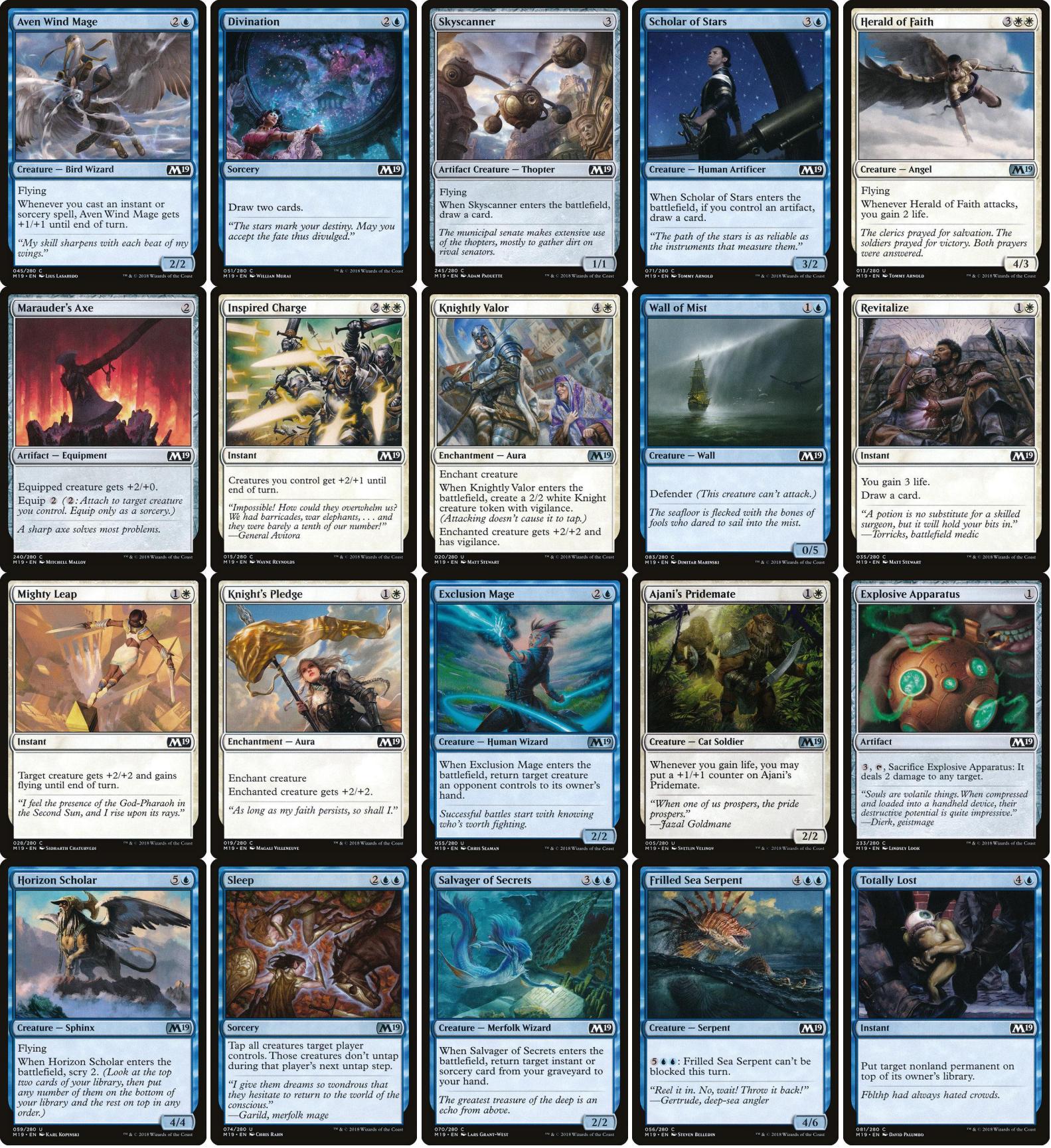
247/280 B
M19 • EN • AARON MILLER

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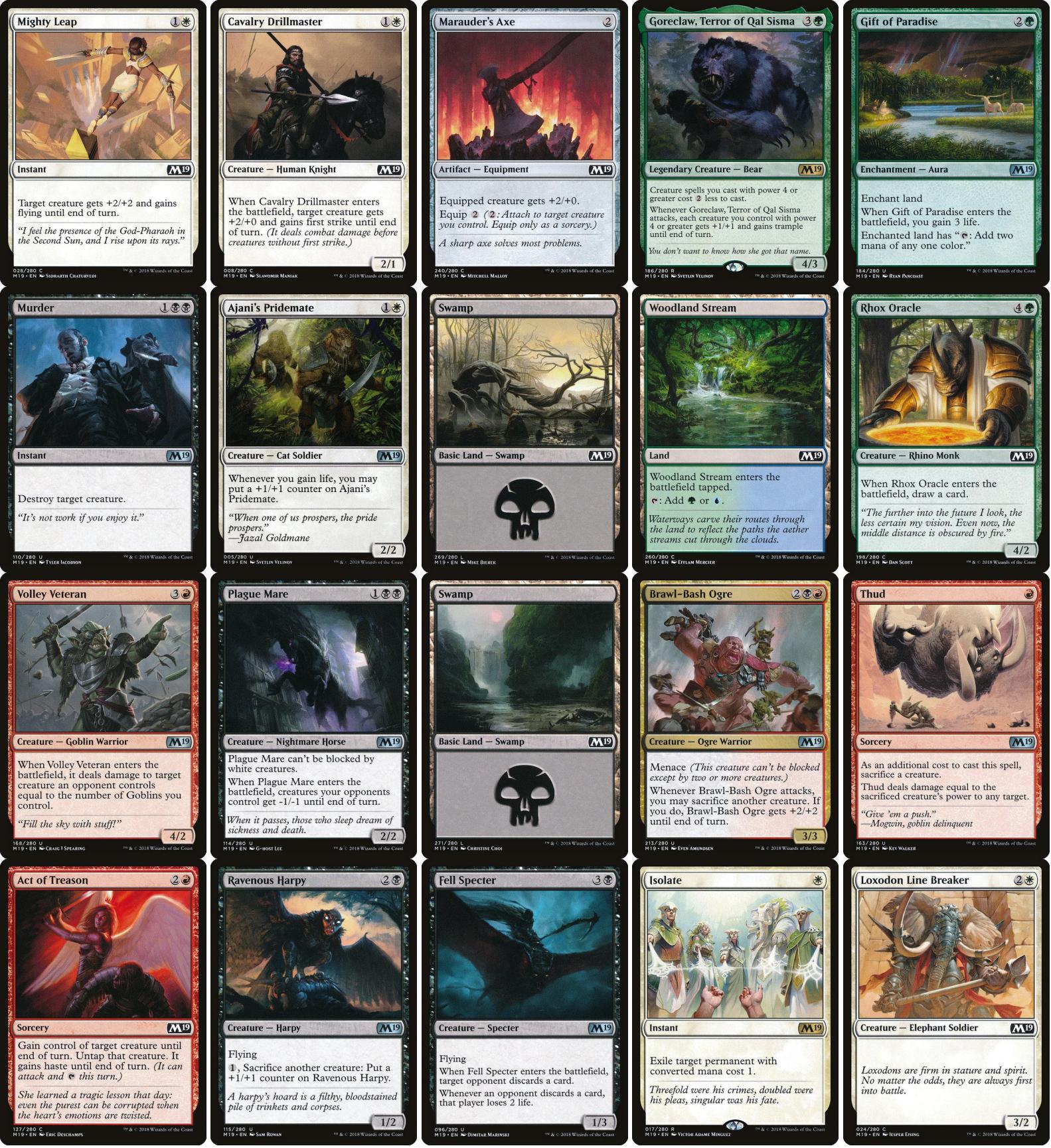


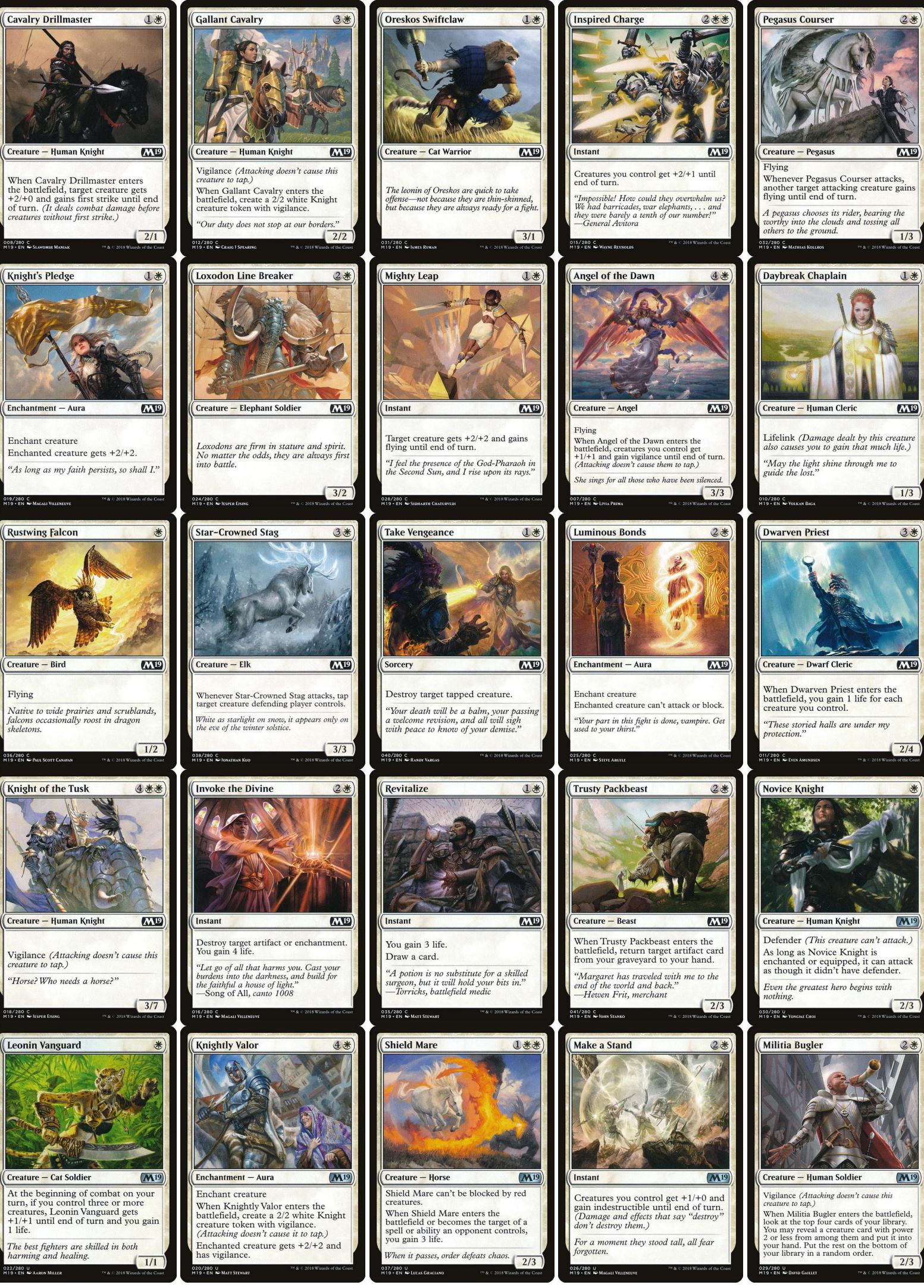














Hieromancer's Cage

3*

When Hieromancer's Cage enters the battlefield, exile target nonland permanent an opponent controls until Hieromancer's Cage leaves the battlefield.

Law protects but also contains.

Enchantment

M19

014/280 U M19 • EN JASON RAINVILLE



Ajani's Pridemate

1*

Creature — Cat Soldier

M19

Whenever you gain life, you may put a +1/+1 counter on Ajani's Pridemate.

"When one of us prospers, the pride prospers."
—Jazal Goldmane

2/2

005/280 U M19 • EN SYLVIN YELINOV



Herald of Faith

3*

Creature — Angel

M19

Flying
Whenever Herald of Faith attacks, you gain 2 life.

The clerics prayed for salvation. The soldiers prayed for victory. Both prayers were answered.

4/3

010/280 U M19 • EN TOMMY ARNOLD



Ajani's Welcome

*

Enchantment

M19

Whenever a creature enters the battlefield under your control, you gain 1 life.

"You cannot defend others if your own well-being is neglected."

4/1

006/280 U M19 • EN ERIC DESCHAMPS



Heroic Reinforcements

2*

Sorcery

M19

Create two 1/1 white Soldier creature tokens. Until end of turn, creatures you control get +1/+1 and gain haste. (They can attack and block this turn.)

Cries of anguish quickly spurred cries of action.

2/1

217/280 U M19 • EN SCOTT MURPHY



Aegis of the Heavens

1*

Instant

M19

Target creature gets +1/+7 until end of turn.

Inner strength is never seen until it makes all the difference.

004/280 U M19 • EN ANTHONY PALUMBO



Valiant Knight

3*

Creature — Human Knight

M19

Other Knights you control get +1/+1. **3*:** Knights you control gain double strike until end of turn.

"Defeat is no reason for retreat. It is a sign we must redouble our efforts to win this fight."

3/4

042/280 R M19 • EN JAKUB KASPER



Aethershield Artificer

3*

Creature — Dwarf Artificer

M19

At the beginning of combat on your turn, target artifact creature you control gets +2/+2 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

Most smiths shape metal, but some prefer more delicate materials.

3/3

002/280 U M19 • EN IZZY



Lena, Selfless Champion

4*

Legendary Creature — Human Knight

M19

When Lena, Selfless Champion enters the battlefield, create a 1/1 white Soldier creature token for each nontoken creature you control. Sacrifice Lena: Creatures you control with power less than Lena's power gain indestructible until end of turn.

"Those who do evil and those who do nothing are equally worthy of contempt."

3/3

006/280 R M19 • EN LUCAS GRACIANDO



Remorseful Cleric

1*

Creature — Spirit Cleric

M19

Flying
Sacrifice Remorseful Cleric: Exile all cards from target player's graveyard.

A lifetime of keeping up appearances is not enough to earn an eternity of rest.

2/1

033/280 R M19 • EN GREGORZ RUTKOWSKI



Mentor of the Meek

2*

Creature — Human Soldier

M19

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay **1**. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

027/280 R M19 • EN JAKOB SCHIRMER & JOHANNES VOSS



Suncleaner

1*

Creature — Human Cleric

M19

When Suncleaner enters the battlefield, choose one —

- Remove all counters from target creature. It can't have counters put on it for as long as Suncleaner remains on the battlefield.
- Target opponent loses all counters. That player can't get counters for as long as Suncleaner remains on the battlefield.

1/4

039/280 R M19 • EN MARK ZUG



Leonin Warleader

2*

Creature — Cat Soldier

M19

Whenever Leonin Warleader attacks, create two 1/1 white Cat creature tokens with lifelink that are tapped and attacking.

When one leonin hunts, many more are surely nearby.

4/4

023/280 R M19 • EN JAKUB KASPER



Marauder's Axe

2

Artifact — Equipment

M19

Equipped creature gets +2/+0.

Equip **2** (**2**: Attach to target creature you control. Equip only as a sorcery.)

A sharp axe solves most problems.

240/280 C M19 • EN MITCHELL MALLOY



Ghostform

1

Sorcery

M19

Up to two target creatures can't be blocked this turn.

"Picking locks is for beginners."

2/1

058/280 C M19 • EN SCOTT CHOU



Trumpet Blast

2*

Instant

M19

Attacking creatures get +2/+0 until end of turn.

The sound of the trumpets lights a fire in the hearts of the bold and snuffs the courage of the cowardly.

018/280 C M19 • EN STEVE PRESCOTT



Crash Through

3*

Sorcery

M19

Creatures you control gain trample until end of turn. (A creature with trample can deal excess combat damage to the player or planeswalker it's attacking.)

Draw a card.

131/280 C M19 • EN IZZY



Ajani's Last Stand

2*

Enchantment

M19

Whenever a creature or planeswalker you control dies, you may sacrifice Ajani's Last Stand. If you do, create a 4/4 white Avatar creature token with flying.

When a spell or ability an opponent controls causes you to discard this card, if you control a Plains, create a 4/4 white Avatar creature token with flying.

004/280 R M19 • EN SŁAWOMIR MANIAK



Smelt

*

Instant

M19

Destroy target artifact.

The creation of new weapons demands the destruction of others.

056/280 C M19 • EN ZOLTAN BOBOS



Cleansing Nova

3*

Sorcery

M19

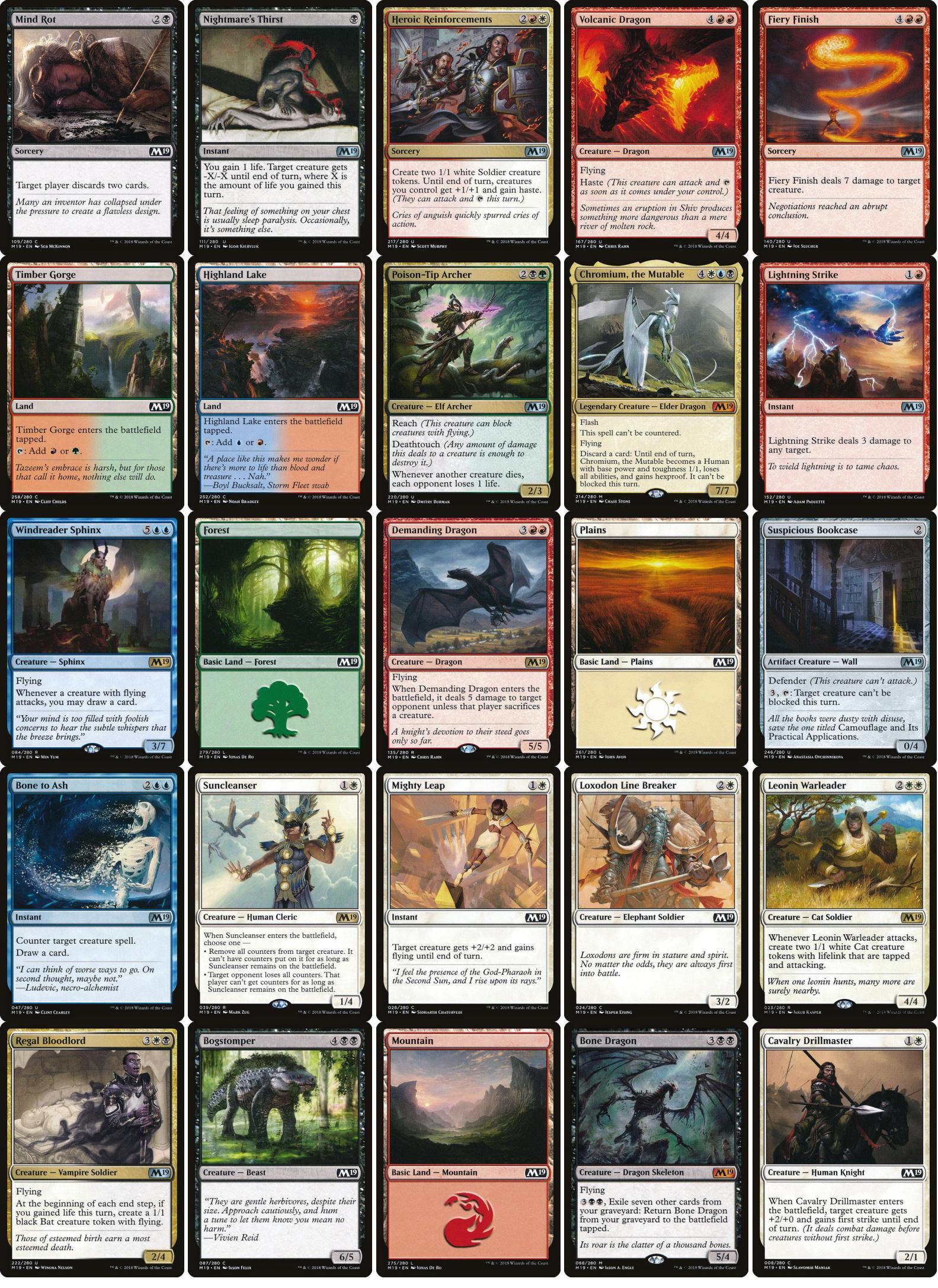
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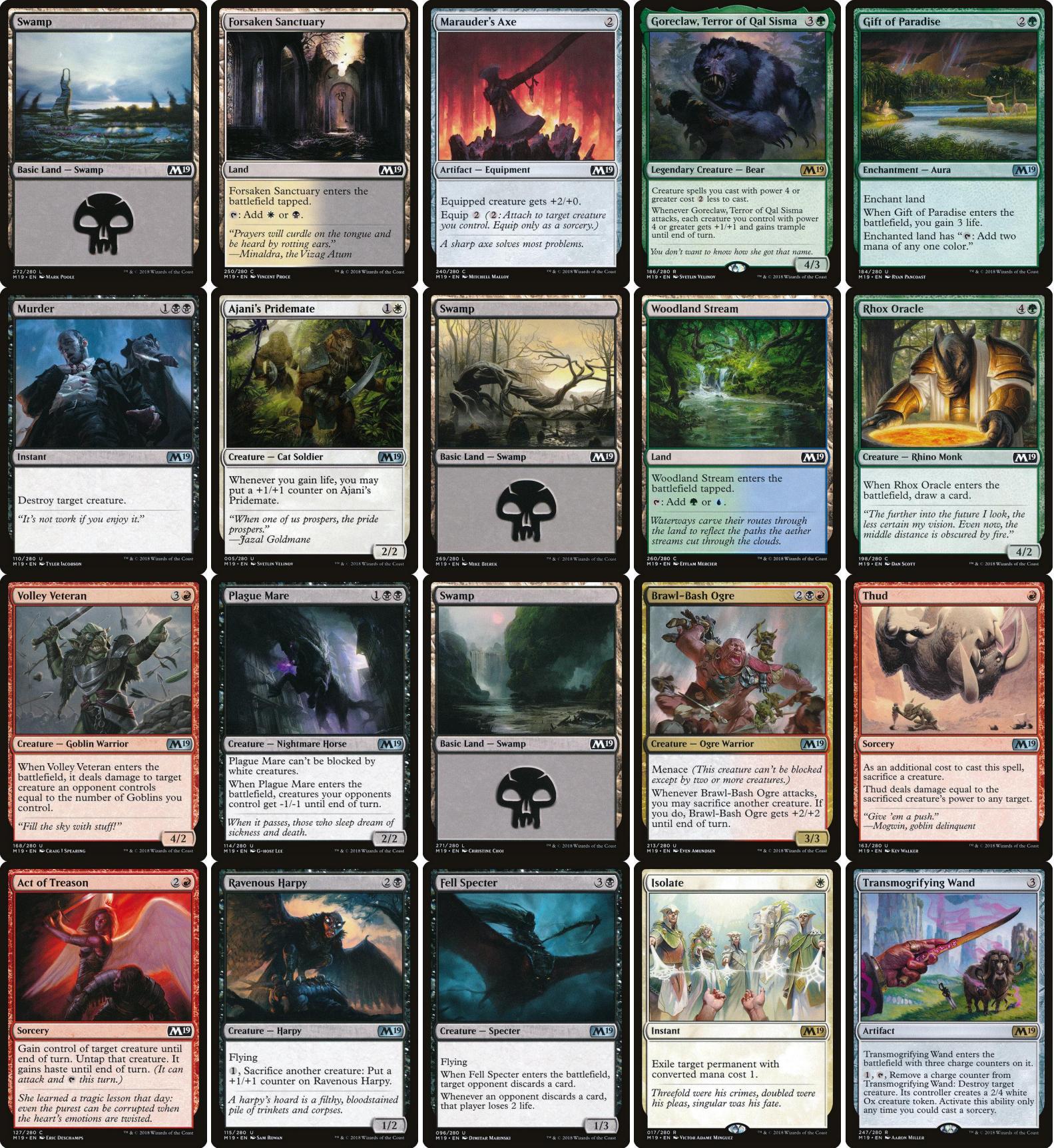
- Destroy all creatures.
- Destroy all artifacts and enchantments.

In their final moments, the demons gazed upon grace in its purest form.

2/1

009/280 R M19 • EN NOAH BRADLEY







Swamp



Basic Land - Swamp

Forsaken Sanctuary



Land

M19

Forsaken Sanctuary enters the battlefield tapped.

• Add * or ♠.

"Prayers will curdle on the tongue and be heard by rotting ears."
—Minadra, the Vizag Atum

Marauder's Axe



Artifact - Equipment

Goreclaw, Terror of Qal Sisma



Legendary Creature - Bear

M19

Creature spells you cast with power 4 or greater cost 2 less to cast.
Whenever Goreclaw, Terror of Qal Sisma attacks, each creature you control with power 4 or greater gets +1/+1 and gains trample until end of turn.

You don't want to know how she got that name.

4/3

Gift of Paradise



Enchantment - Aura

M19

Enchant land

When Gift of Paradise enters the battlefield, you gain 3 life.
Enchanted land has •: Add two mana of any one color."

Murder



Instant



Ajani's Pridemate

M19

Creature - Cat Soldier

2/2

Whenever you gain life, you may put a +1/+1 counter on Ajani's Pridemate.

"When one of us prospers, the pride prospers."
—Jafar Goldmane

Swamp



Basic Land - Swamp

Goreclaw, Terror of Qal Sisma



Woodland Stream

M19

Woodland Stream enters the battlefield tapped.
• Add ♠ or ♦.

Waterways carve their routes through the land to reflect the paths the aether streams cut through the clouds.



Rox Oracle

4/2

Creature - Rhino Monk

M19

When Rox Oracle enters the battlefield, draw a card.

"The further into the future I look, the less certain my vision. Even now, the middle distance is obscured by fire."

Volley Veteran



Creature - Goblin Warrior



Plague Mare

M19

Creature - Nightmare Horse

2/2

Plague Mare can't be blocked by white creatures.

When Plague Mare enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

"When it passes, those who sleep dream of sickness and death."

Swamp



Basic Land - Swamp



Brawl-Bash Ogre

M19

Creature - Ogre Warrior

3/3

Menace (This creature can't be blocked except by two or more creatures.)
Whenever Brawl-Bash Ogre attacks, you may sacrifice another creature. If you do, Brawl-Bash Ogre gets +2/+2 until end of turn.



Thud

4/2

Sorcery

M19

As an additional cost to cast this spell, sacrifice a creature.
Thud deals damage equal to the sacrificed creature's power to any target.

"Give 'em a push."
—Mogwin, goblin delinquent

Act of Treason



Sorcery



Ravenous Harpy

M19

Creature - Harpy

1/2

Flying
•, Sacrifice another creature: Put a +1/+1 counter on Ravenous Harpy.

A harpy's hoard is a filthy, bloodstained pile of trinkets and corpses.

Fell Specter



Creature - Specter



Bogstomper

M19

Creature - Beast

6/5

They are gentle herbivores, despite their size. Approach cautiously, and hum a tune to let them know you mean no harm."

—Vivien Reid



Transmogrifying Wand

M19

Transmogrifying Wand enters the battlefield with three charge counters on it.
•, Remove a charge counter from Transmogrifying Wand: Destroy target creature. Its controller creates a 2/4 white Ox creature token. Activate this ability only any time you could cast a sorcery.

247/280 R

M19 • EN AARON MILLER

4/2

127/280 C M19 • EN ERIC DESCHAMPS

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115/280 U M19 • EN SAM ROWAN

10 & © 2018 Wizards of the Coast

098/280 U M19 • EN DIMITAR MARINSKI

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048/280 C M19 • EN JASON FELIX

10 & © 2018 Wizards of the Coast

4/2

168/280 U M19 • EN CRAIG SPEARING

10 & © 2018 Wizards of the Coast

214/280 U M19 • EN G-HOON LEE

10 & © 2018 Wizards of the Coast

271/280 L M19 • EN CHRISTINE CHOI

10 & © 2018 Wizards of the Coast

213/280 U M19 • EN EYEN AMUNDSEN

10 & © 2018 Wizards of the Coast

110/280 U M19 • EN MARK POOLE

10 & © 2018 Wizards of the Coast

255/280 C M19 • EN VINCENT PROKE

10 & © 2018 Wizards of the Coast

240/280 C M19 • EN MITCHELL MALLEY

10 & © 2018 Wizards of the Coast

186/280 R M19 • EN SVETLIN YELINOV

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272/280 L M19 • EN KAREN TAYLOR

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190/280 U M19 • EN RYAN PENCOAST

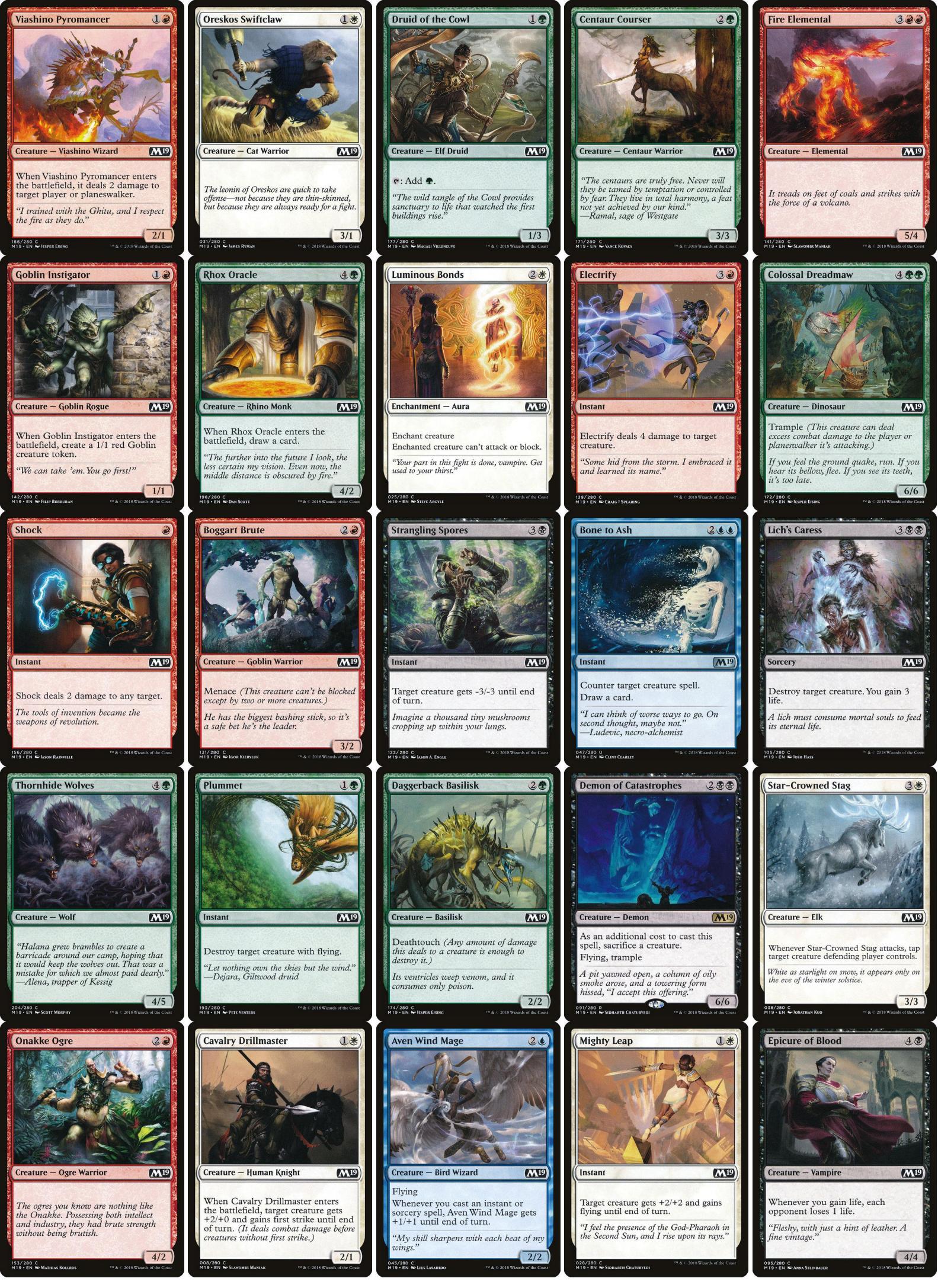
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194/280 C M19 • EN MIKE BIERER

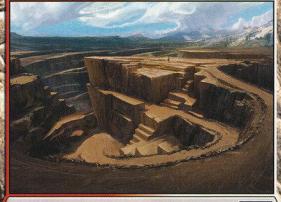
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260/280 C M19 • EN EFYAL MERCIER

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Stone Quarry

Land M19

Stone Quarry enters the battlefield tapped.

• Add \diamond or \ast .

The bedrock has many gifts to give.

256/280 C
M19 • EN EFTALI MERCIER**Infernal Reckoning**

Instant M19

Exile target colorless creature. You gain life equal to its power.

"When these intruders are gone, Zendikar will be my throne, my palace, my playground."

102/280 R
M19 • EN BRAM SELS**Suncleaner**

Creature — Human Cleric M19

When Suncleaner enters the battlefield, choose one —

- Remove all counters from target creature. It gains no counters put on it for as long as Suncleaner remains on the battlefield.
- Target opponent loses all counters. That player can't get counters for as long as Suncleaner remains on the battlefield.

4/4
039/280 R
M19 • EN MARK ZUG**Volcanic Dragon**

Creature — Dragon M19

Flying
Haste (This creature can attack and \diamond as soon as it comes under your control.)

Sometimes an eruption in Shiv produces something more dangerous than a mere river of molten rock.

167/280 U
M19 • EN CHRIS RAIN**Fiery Finish**

Sorcery M19

Fiery Finish deals 7 damage to target creature.

Negotiations reached an abrupt conclusion.

140/280 U
M19 • EN JOE SLICHER**Timber Gorge**

Land M19

Timber Gorge enters the battlefield tapped.

• Add \diamond or \ast .

Tazeem's embrace is harsh, but for those that call it home, nothing else will do.

285/280 C
M19 • EN CLIFF CHILDS**Highland Lake**

Land M19

Highland Lake enters the battlefield tapped.

• Add \diamond or \ast .

"A place like this makes me wonder if there's more to life than blood and treasure... Nah."

—Boyl Bucksalt, Storm Fleet swab

252/280 C
M19 • EN NOAH BRAIDLEY**Poison-Tip Archer**

Creature — Elf Archer M19

Reach (This creature can block creatures with flying.)

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Whenever another creature dies, each opponent loses 1 life.

220/280 U
M19 • EN DMITRY BURMAK**Chromium, the Mutable**

Legendary Creature — Elder Dragon M19

Flash
This spell can't be countered.

Flying

Discard a card: Until end of turn, Chromium, the Mutable becomes a Human with base power and toughness 1/1, loses all abilities, and gains hexproof. It can't be blocked this turn.

214/280 M
M19 • EN CHASE STONE**Lightning Strike**

Instant M19

Lightning Strike deals 3 damage to any target.

To wield lightning is to tame chaos.

152/280 U
M19 • EN ADAM PAQUETTE**Windreader Sphinx**

Creature — Sphinx M19

Flying

Whenever a creature with flying attacks, you may draw a card.

"My mind is too filled with foolish concerns to hear the subtle whispers that the breeze brings."

084/280 R
M19 • EN MIN YUH

5/6

3/7

Forest

Basic Land — Forest M19

279/280 L
M19 • EN JONAS DE RO**Regal Bloodlord**

Creature — Vampire Soldier M19

Flying

At the beginning of each end step, if you gained life this turn, create a 1/1 black Bat creature token with flying.

Those of esteemed birth earn a most esteemed death.

222/280 U
M19 • EN WINONA NELSON

2/4

Horizon Scholar

Creature — Sphinx M19

Flying

When Horizon Scholar enters the battlefield, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

059/280 U
M19 • EN KARL KOPISKI

4/4

Nightmare's Thirst

Instant M19

You gain 1 life. Target creature gets $-X$ until end of turn, where X is the amount of life you gained this turn.

That feeling of something on your chest is usually sleep paralysis. Occasionally, it's something else.

111/280 U
M19 • EN IGOR KIEYUK**Plains**

Basic Land — Plains M19

081/280 L
M19 • EN JOHN AVON

0/0

Suspicious Bookcase

Artifact Creature — Wall M19

Defender (This creature can't attack.)
 \diamond , \ast : Target creature can't be blocked this turn.

All the books were dusty with disuse, save the one titled Camouflage and Its Practical Applications.

0/4

246/280 U
M19 • EN ANASTASIA OCHINIKOVA**One with the Machine**

Sorcery M19

Draw cards equal to the highest converted mana cost among artifacts you control.

"When I grafted the Planar Bridge into myself I felt my Planeswalker spark flare beyond my body. The Multiverse was my plaything. It felt... incredible." —Tezzeret

060/280 R
M19 • EN CHASE STONE

3/3

Bone to Ash

Instant M19

Counter target creature spell.
Draw a card.

"I can think of worse ways to go. On second thought, maybe not." —Ludivic, necro-alchemist

047/280 U
M19 • EN CLINT CLEARY

1/1

Mighty Leap

Instant M19

Target creature gets +2/+2 and gains flying until end of turn.

"I feel the presence of the God-Pharaoh in the Second Sun, and I rise upon its rays."

028/280 C
M19 • EN SIDDHARTH CHATURVEDI**Loxodon Line Breaker**

Creature — Elephant Soldier M19

Loxodons are firm in stature and spirit. No matter the odds, they are always first into battle.

3/2

0/0

Heroic Reinforcements

Sorcery M19

Create two 1/1 white Soldier creature tokens. Until end of turn, creatures you control get +1/+1 and gain haste. (They can attack and \diamond this turn.)

Cries of anguish quickly spurred cries of action.

217/280 U
M19 • EN SCOTT MURPHY**Mountain**

Basic Land — Mountain M19

275/280 L
M19 • EN JONAS DE RO**Isolate**

Instant M19

Exile target permanent with converted mana cost 1.

Threefold were his crimes, doubled were his pleas, singular was his fate.

017/280 B
M19 • EN VICTOR ADAME MINGUEZ

0/0

Bone Dragon

Creature — Dragon Skeleton M19

Flying
 $\diamond\diamond\diamond$: Exile seven other cards from your graveyard; Return Bone Dragon from your graveyard to the battlefield tapped.

Its roar is the clatter of a thousand bones.

028/280 M
M19 • EN JASON A. ENGLE

0/0

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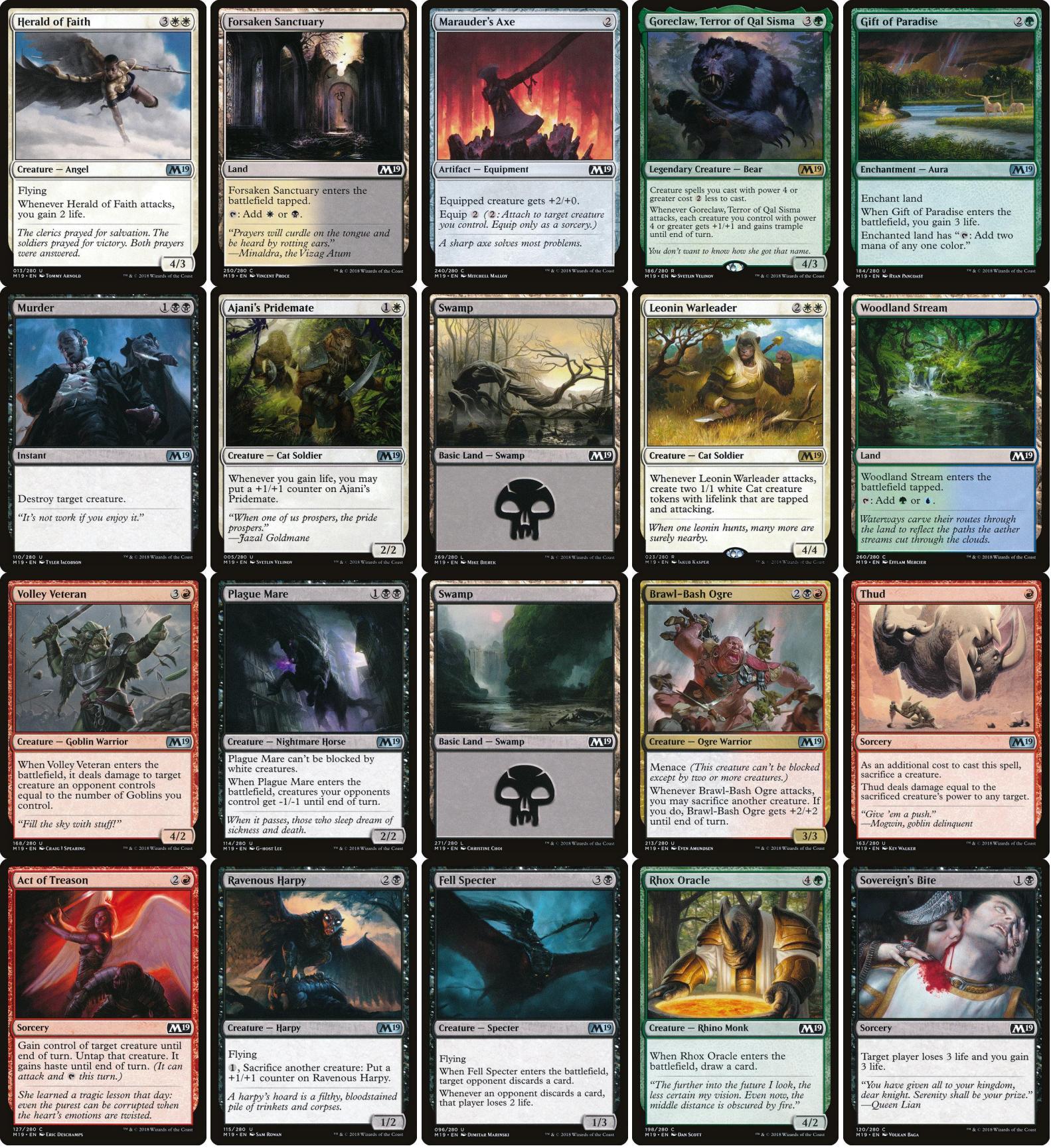
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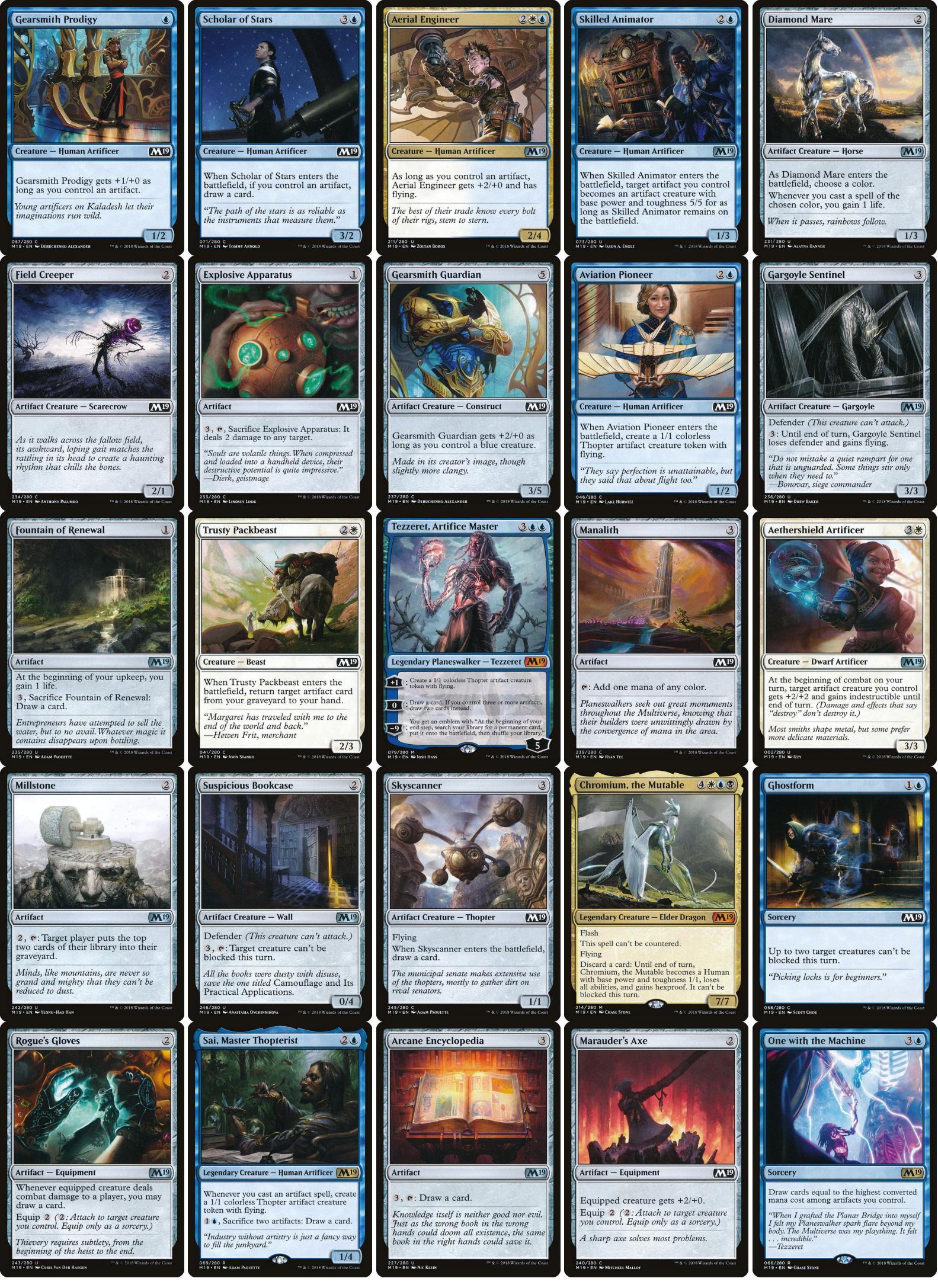
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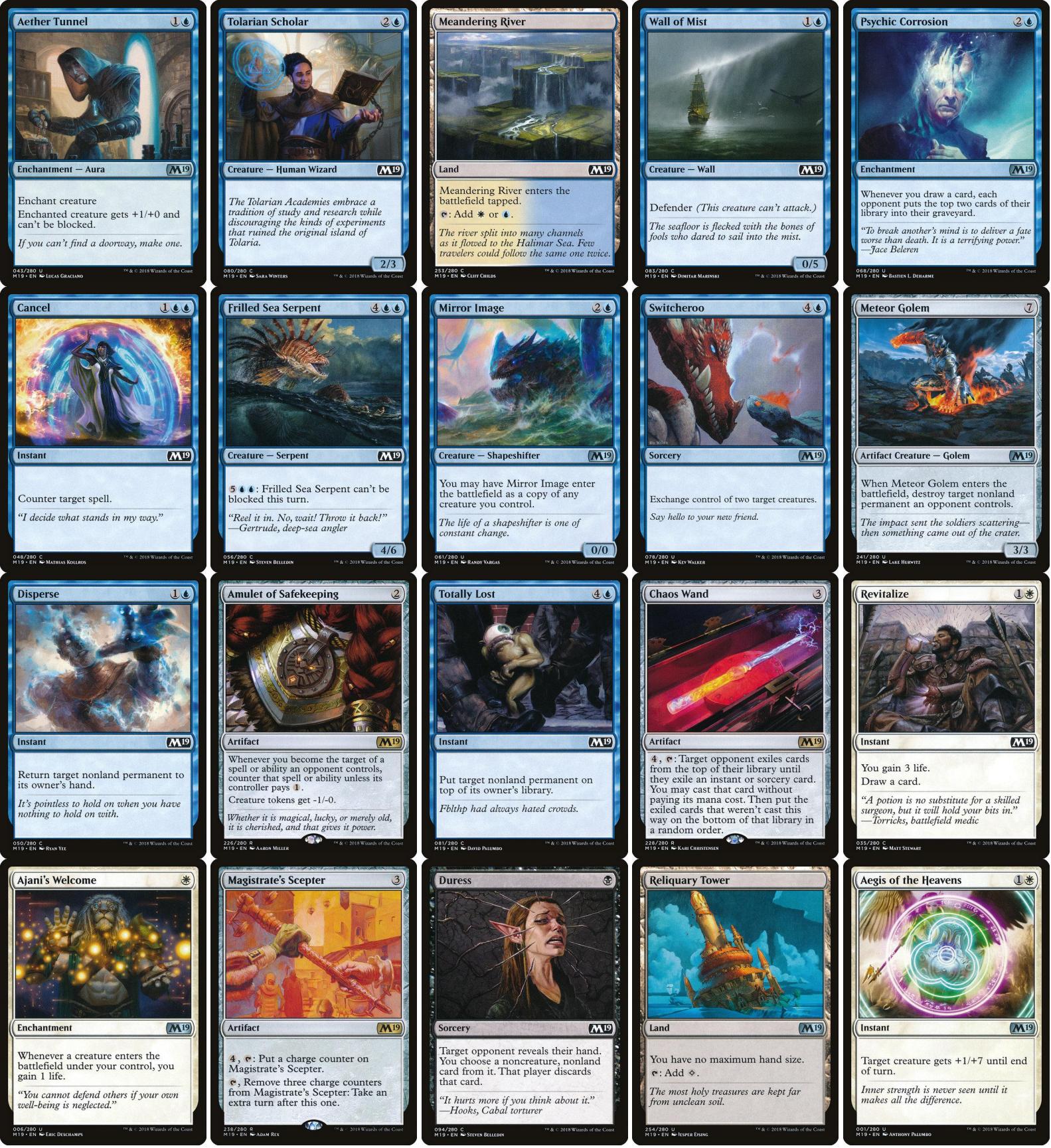
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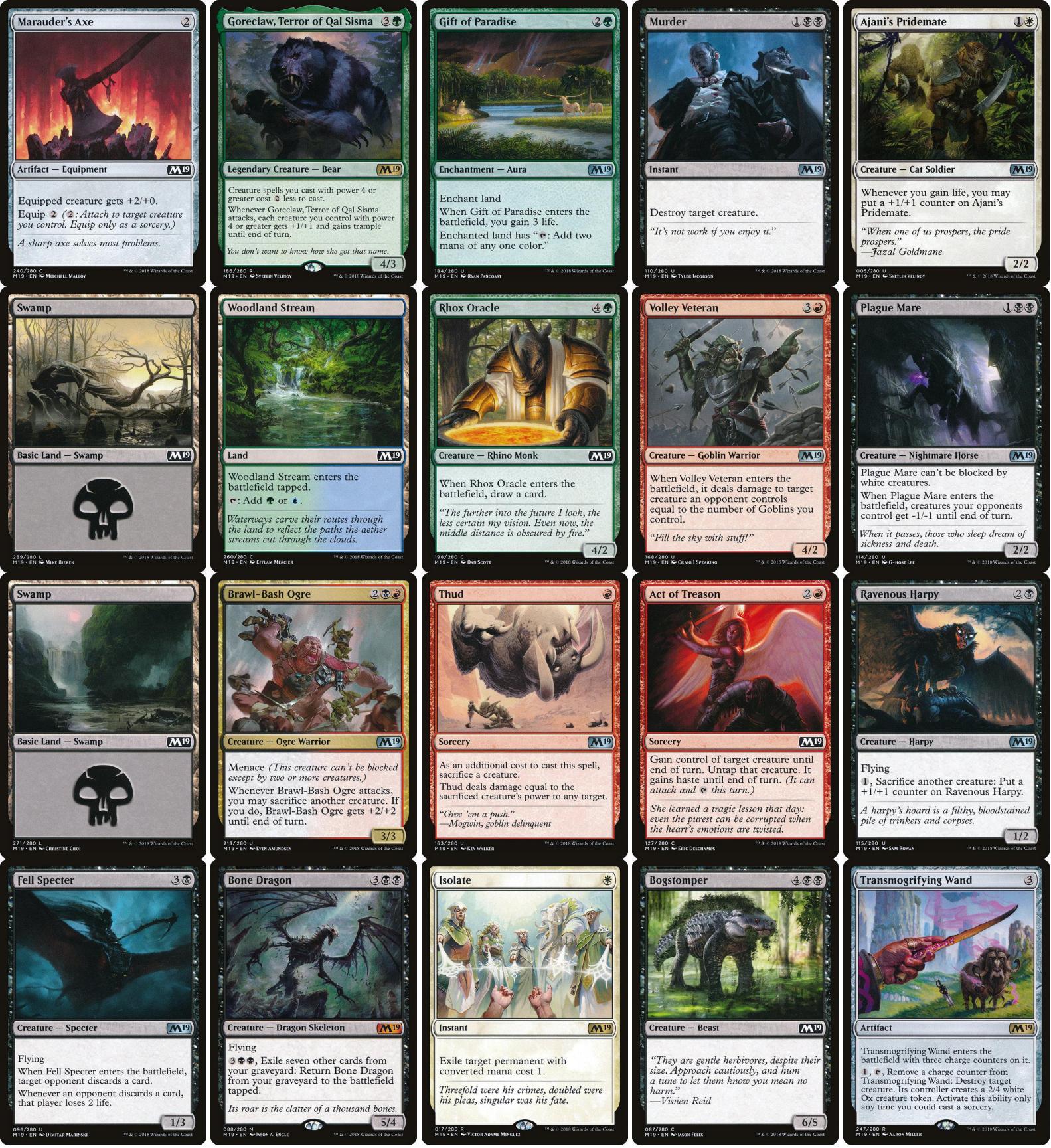
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169/280 U
M19 • EN • PARENTE

Enchantment — Aura

Enchant creature
Enchanted creature gets +1/+1 for each Forest you control.

169/280 U
M19 • EN • PARENTE



200/280 R
M19 • EN • RANDY VARGAS

Creature — Dinosaur

Whenever an opponent activates an ability of a creature or land that isn't a mana ability, you may draw a card.
The Sun Empire's most sacred sites are protected by more than prayers.

2/5



192/280 R
M19 • EN • DANIEL LINHGREEN

Creature — Wurm

Trample
When Pelakka Wurm enters the battlefield, you gain 7 life.
When Pelakka Wurm dies, draw a card.
It eats what it wants to eat—which is anything that moves.

7/7



185/280 R
M19 • EN • JONATHAN KUO

Creature — Dinosaur

"Each tooth is the length of a horse, and new ones grow in every sixteen days. Let's get a closer look!"
—Vivien Reid

10/10



209/280 R
M19 • EN • JOHANNES VOSS

Sorcery

Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When a creature is put onto the battlefield this way, it deals damage equal to its power to target creature an opponent controls.

14/14



208/280 M
M19 • EN • ANNA STEINBAUER

Legendary Planeswalker — Vivien

+1: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
-3: Destroy target artifact, enchantment, or creature with flying.
-8: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."

5



097/280 R
M19 • EN • SYETLIN YELINOV

Sorcery

Each player loses half their life, then discards half the cards in their hand, then sacrifices half the creatures they control. Round up each time.
The Great Mending that healed the Multiverse also unraveled the threads of Nicol Bolas's power.

1/1



249/280 R
M19 • EN • ADAM PROULX

Land

•: Add ♦.
1, •: Until end of turn, your opponents and creatures your opponents control with hexproof are the targets of spells and abilities you control as though they didn't have hexproof.
Its light exposes enemies and lays secrets bare.

1/1



129/280 M
M19 • EN • SYETLIN YELINOV

Sorcery

Exile the top seven cards of your library. Until end of turn, you may cast nonland cards exiled this way.
If this spell was cast from your hand, add ten mana of any one color.
"As I desire, so it shall be."
—Nicol Bolas

7/7



065/280 C
M19 • EN • JASON CHAN

Enchantment

You may cast spells from your hand without paying their mana costs.
"The things I once imagined would be my greatest achievements were only the first steps toward a future I can only begin to fathom."
—Jace Beleren

7/7



219/280 M
M19 • EN • SYETLIN YELINOV

Legendary Creature — Elder Dragon

Flying, vigilance, trample
Palladia-Mors, the Ruiner has hexproof if it hasn't dealt damage yet.
Sister of Nicol Bolas. Survivor of the Elder Dragon War. The most vicious of her kin.

6/6



009/280 R
M19 • EN • NOAH BRADLEY

Sorcery

Choose one —
• Destroy all creatures.
• Destroy all artifacts and enchantments.
In their final moments, the demons gazed upon grace in its purest form.

1/1



030/280 U
M19 • EN • YONGKEE CHOI

Creature — Human Knight

Defender (*This creature can't attack.*)
As long as Novice Knight is enchanted or equipped, it can attack as though it didn't have defender.
Even the greatest hero begins with nothing.

2/3



006/280 U
M19 • EN • ERIC DESCHAMPS

Enchantment

Whenever a creature enters the battlefield under your control, you gain 1 life.
"You cannot defend others if your own well-being is neglected."

1/1



176/280 U
M19 • EN • NILS HAMM

Creature — Human Druid

Whenever you cast an Aura spell that targets Druid of Horns, create a 3/3 green Beast creature token.
No welcome for those who trespass. Only fang and horn and claw.

2/3



018/280 C
M19 • EN • MAGALI VILLENEUVE

Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2.
"As long as my faith persists, so shall I."

018/280 C
M19 • EN • MAGALI VILLENEUVE



223/280 U
M19 • EN • WINONA NELSON

Creature — Vampire Soldier

Flying
At the beginning of each end step, if you gained life this turn, create a 1/1 black Bat creature token with flying.
Those of esteemed birth earn a most esteemed death.

2/4



232/280 C
M19 • EN • NOAH BRADLEY

Land

Highland Lake enters the battlefield tapped.
•: Add ♦ or ♠.
"A place like this makes me wonder if there's more to life than blood and treasure . . . Nah."
—Boyl Bucksalt, Storm Fleet swab

1/1



238/280 C
M19 • EN • CLIFF CHILDS

Land

Timber Gorge enters the battlefield tapped.
•: Add ♦ or ♠.
Tazane's embrace is harsh, but for those that call it home, nothing else will do.

1/1



140/280 U
M19 • EN • JOE SLICHER

Sorcery

Fiery Finish deals 7 damage to target creature.
Negotiations reached an abrupt conclusion.

4/4



152/280 U
M19 • EN • ADAM PROULX

Instant

Lightning Strike deals 3 damage to any target.
To wield lightning is to tame chaos.

152/280 U
M19 • EN • ADAM PROULX



084/280 S
M19 • EN • MIN YUM

Creature — Sphinx

Flying
Whenever a creature with flying attacks, you may draw a card.
Your mind is too filled with foolish concerns to hear the subtle whispers that the breeze brings.

3/7



111/280 U
M19 • EN • IGOR KIEBYUK

Instant

You gain 1 life. Target creature gets -X/-X until end of turn, where X is the amount of life you gained this turn.
That feeling of something on your chest is usually sleep paralysis. Occasionally, it's something else.

112/280 U
M19 • EN • IGOR KIEBYUK



279/280 L
M19 • EN • JONAS DE BO

Basic Land — Forest

Forest

147/280 U
M19 • EN • CHRIS RAIN



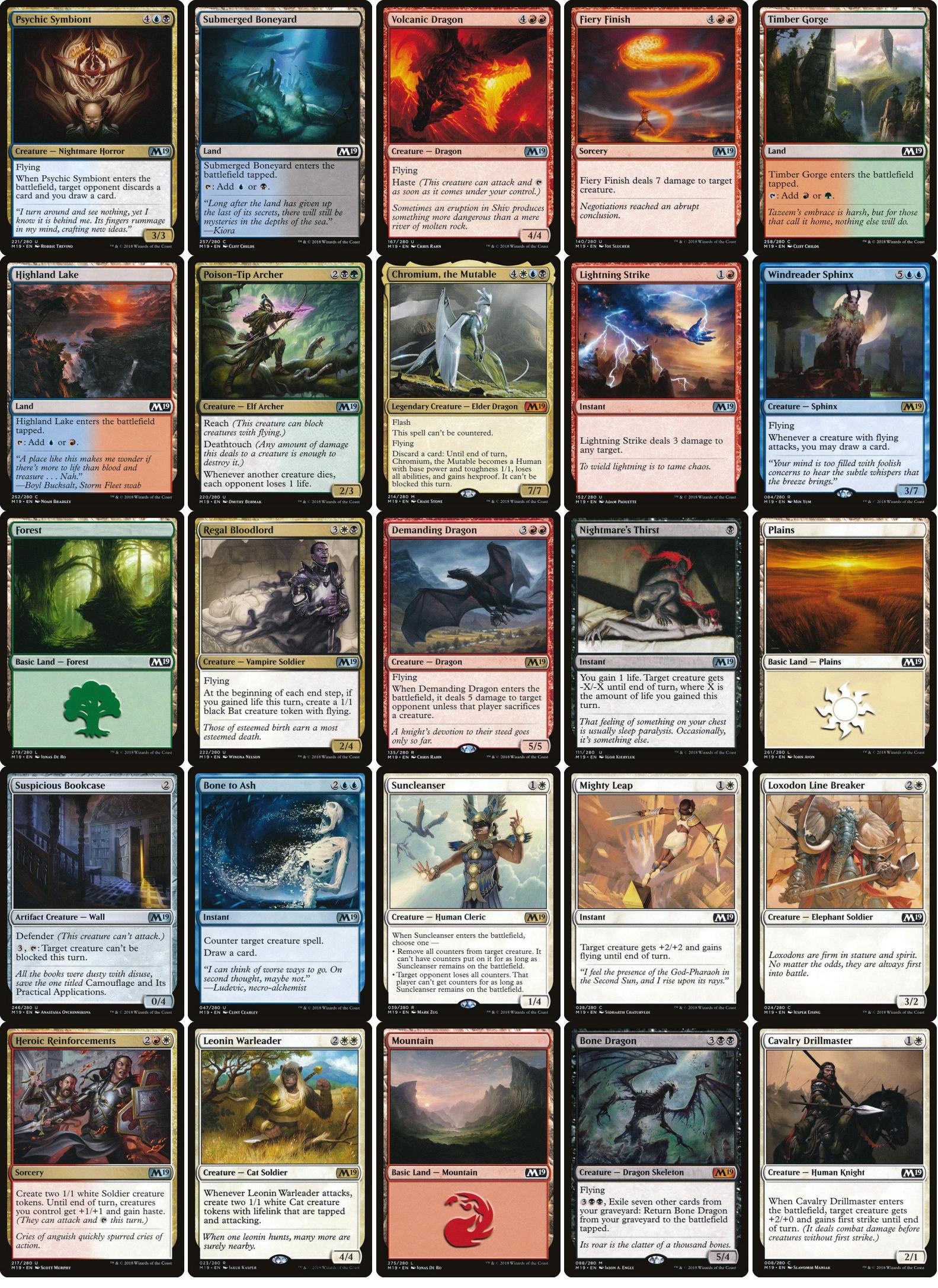
167/280 U
M19 • EN • CHRIS RAIN

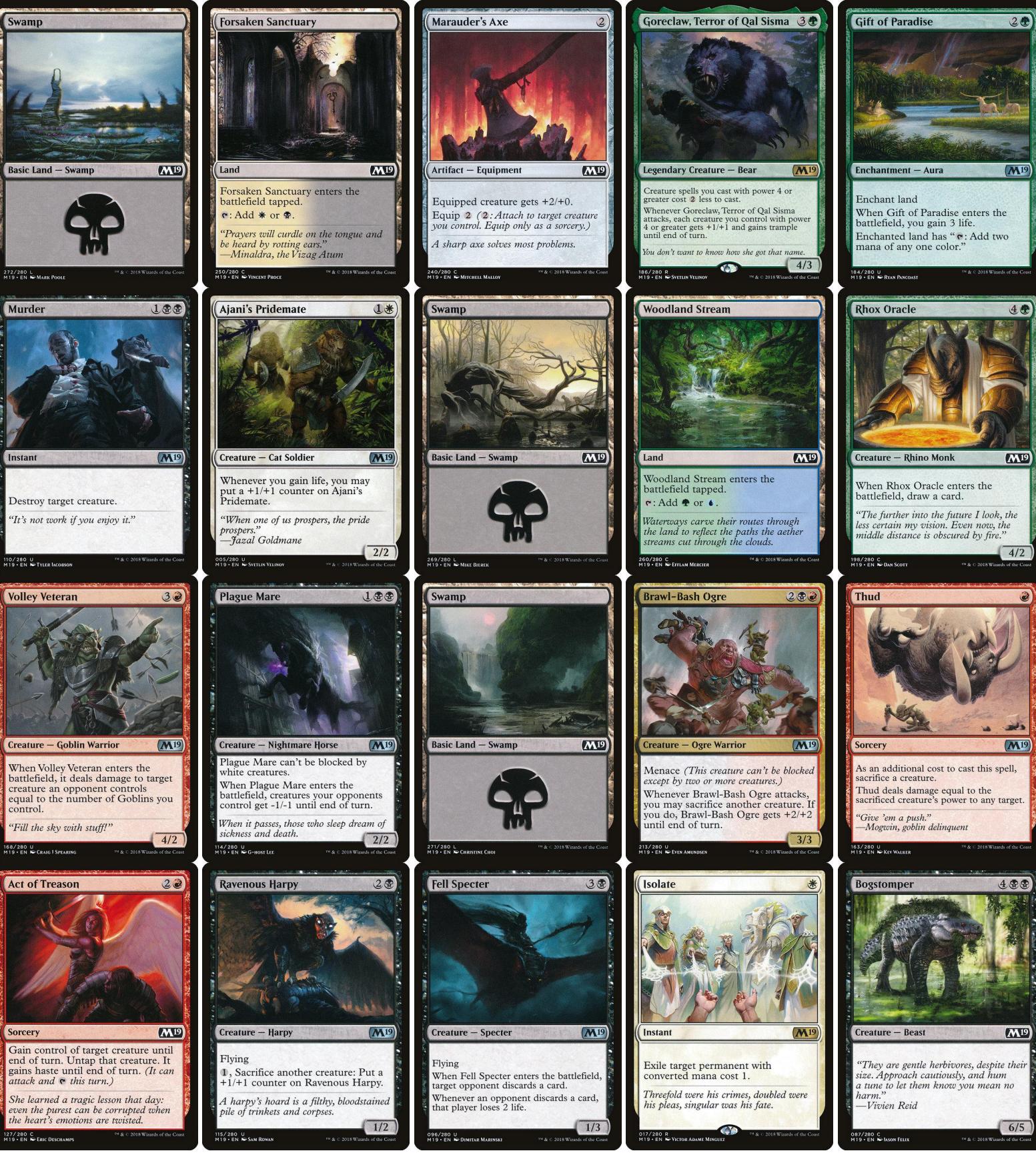
Creature — Dragon

Flying
Haste (*This creature can attack and fly as soon as it comes under your control.*)
Sometimes an eruption in Shiv produces something more dangerous than a mere river of molten rock.

4/4

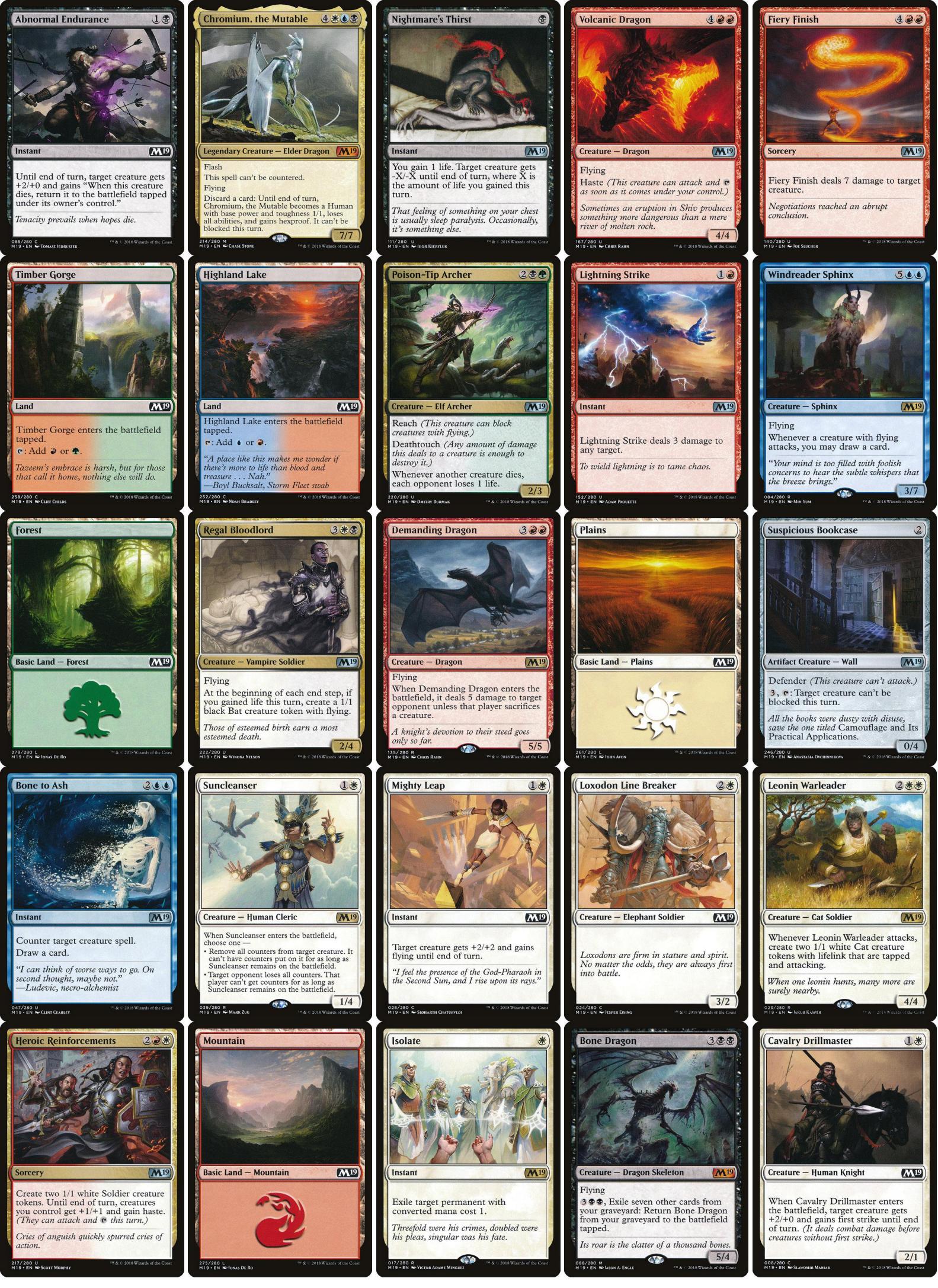












Swamp



Basic Land - Swamp

M19

Forsaken Sanctuary



Land

M19

Marauder's Axe



Artifact - Equipment

M19

Goreclaw, Terror of Qal Sisma



Legendary Creature - Bear

M19

Gift of Paradise



Enchantment - Aura

M19

Murder



Instant

M19

Ajani's Pridemate



Creature - Cat Soldier

M19

Swamp



Basic Land - Swamp

M19

Woodland Stream



Land

M19

Rrox Oracle



Creature - Rhino Monk

M19

Volley Veteran



Creature - Goblin Warrior

M19

Plague Mare



Creature - Nightmare Horse

M19

Swamp



Basic Land - Swamp

M19

Brawl-Bash Ogre



Creature - Ogre Warrior

M19

Thud



Sorcery

M19

Act of Treason



Sorcery

M19

Ravenous Harpy



Creature - Harpy

M19

Fell Specter



Creature - Specter

M19

Bogstomper



Creature - Beast

M19

Transmogrifying Wand



Artifact

M19

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